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•Euro Football Champ
•Graham Taylor
•Striker Reviews inside
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Staff Writer
Gary Whitta

Additional Design
Allister Cordice Design Ltd

In House Scanning
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Group Advertising Manager
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Advertising Manager
Maria Clarke

Deputy Advertising Manager
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Advertising Production
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Publishing Director
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Managing Director
Terry Pratt

Editorial and Advertising Offices
Priory Court 30-32
Farringdon Lane
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Fax: 071 972 6710

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Sad bit at the end of the flannel panel which everyone seems to have these days: Special Thanks for their fine foodstuffs to: Colonel Sanders & The Golden Fish. Special Apologies to Miranda, Allison and Alison. Congratulations, Nige.

tents

FOOTY FRENZY

Read other football roundups and found them lacking? Maybe you couldn't read the text or something. Why not try our individual reviews? Check the list opposite for the appropriate page number for the game of your choice.



Amiga version. They're so pleased, that they're offering you the chance to win an entire football strip of your own choice.

KILLZONE .. In The Middle

Trump-da-da-trump! Trump-da-da-daaaaa! Trump-ump! Trump-ump! Difficult games beware. Here comes Kill Zone with its cheats and tips and maps to help Amiga gamers out of even the tightest spots. And Dr David's Games Surgery has been extended. Hooray!

112 SUBSCRIBE

Fed up with leaving the house? Fed up with finding The One sold out when you reach the newsagent? Use your brain and your pen and sort it out.

115 PUBLIC DOMAIN

Even cheaper than cheapos, PD Software is absolutely free. But there's so much of it, you really need some helpful pointers as to which disks to sample...



CD DRIVE......34

Ohmygod! The CD Drive! Virtual Sex! Hyper-reality! Play The Film! Just some of the myths dispelled as we investigate what Commodore's new piece of kit can actually do.

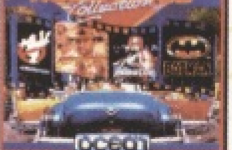
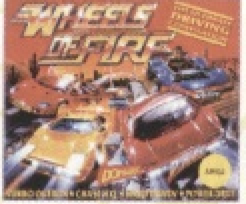
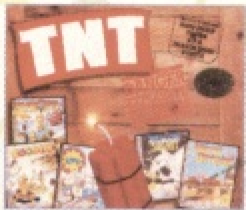
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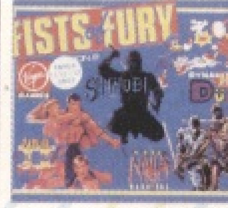
You know that bit in the back of the Sunday mags with pics of crazy pop and movie stars enjoying a nice night out? Well, here are some pictures of forthcoming software releases. Spooky eh?

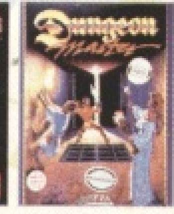
MONKEY ISLAND 2.............53

The rapscallion LeChuck returns to ruin poor Threepwood's day. Our full in-depth review gets right into the deepest darkest corners of Lucasfilm's latest.

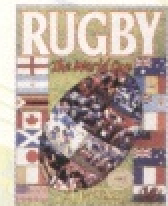
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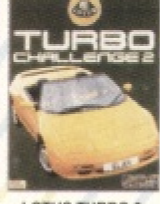
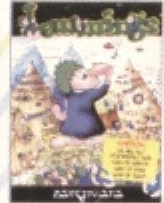
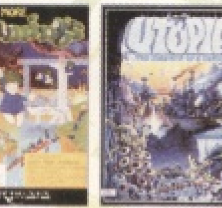




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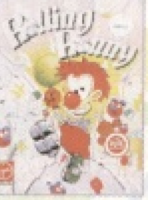
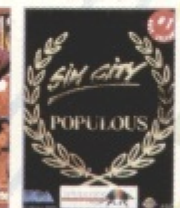
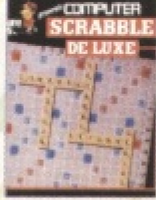


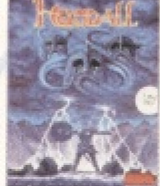
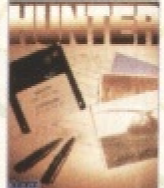


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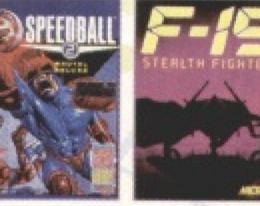


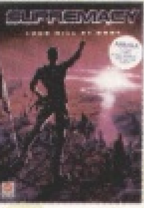




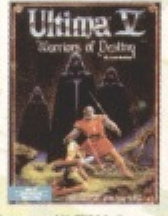
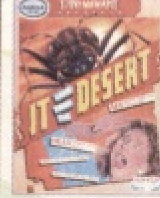




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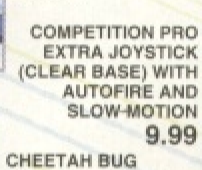

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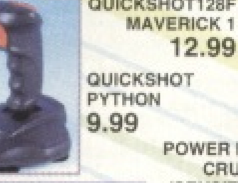

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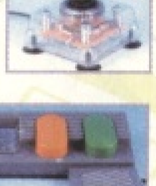
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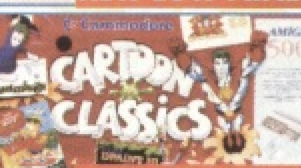
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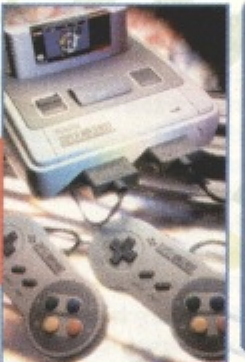


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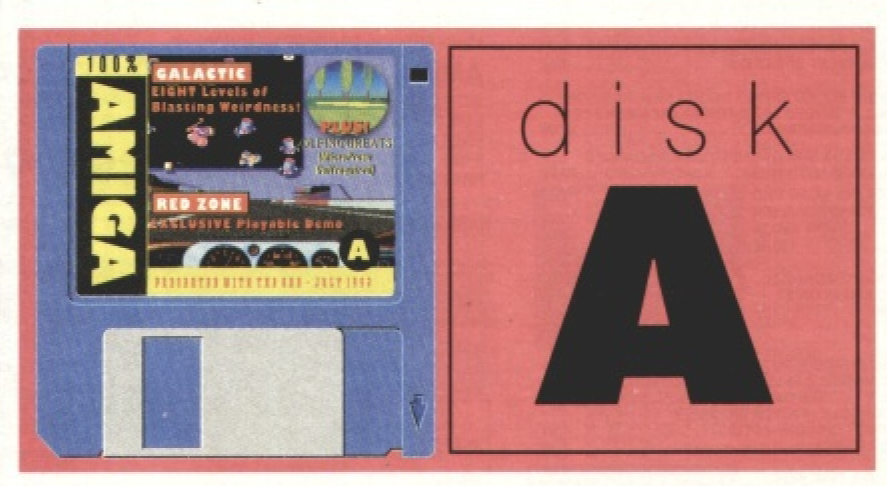
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BOOT SECTOR!



RED ZONE

Old Psygnosis have been a bit quiet of late. Working away on their top CD-ROM projects, I expect. Anyway, that's about to change with the imminent release of the game that looks like it could well be the motorbiking fans equivalent to MicroProse's Formula One Grand Prix (which should please Editor Jim no end because he's a biking nut and can't ride his Kawasaki ZZR600 at the moment 'cos he dropped it - the oaf).





Programmed by Dan Gallagher (of Voyager and Infestation fame), the game promises to have lots of lovely features, including ten highly-detailed international tracks, a full racing season competing against intelligent computer-controlled opposition, multiple 'out of cockpit' view and action replays from a helicopter 'eye in the sky'. Sounds good, doesn't it? Bet you can't wait to give it a go, can you?

Well, thanks to those lovely Psyggy boys 'n' girls, you don't have to wait one moment longer than it takes a disk to load! In this EXCLUSIVE The One demo you can take a Red Zone bike out for a practice spin around one complete course! Although there are no other riders around (you'll have to buy the game for them!) there's plenty of fun to be had competing with your mates for the best laptime. And, best of all, there's no risk of you coming off and scraping your face along the tarmac! Hoorah!

INSTRUCTIONS

The demo is completely controlled using the mouse (plus a few keys for the less-important stuff). Once you've tired of looking at the title screen and watching the rolling 3D demo, click with either mouse button to get on with the biking.

Moving the mouse left and right steers the bike in the appropriate direction. Accelerate using the right mouse button and brake using the left mouse button. Easy, eh? Use the following keys for some other interesting effects:

F1-F4
Switches between front, rear, left and right views.



F6 Toggles the course map on or off.
F7 Toggles a steering guide on or off.
F8 Repositions your bike back on the track after a crash.
F9 Toggles between NTSC and PAL screen modes.
Cursor keys
Positions your bike on the track when stationary.

The demo ends when your damage meter (in the bottom-left corner of the cockpit) reaches 100%. Pulling into the pits (situated near the course's starting grid) will repair any damage and prolong the fun. If you get 75% damage or greater then be careful because your bike will get less responsive; the steering will go, the brakes'll become less effective and so on.



Don't know why we bother sometimes. Spend months scouring the World for playable demos of the top releases and hunting high and low for the cream of PD games and what thanks do we get? None. Oh, be off with you. Go load your coverdisks if that's all you want us for. If we didn't love you we'd hate you.

LOADING YOUR DISKS

Okey-dokey, skipper! Easier said than done. Grasp the wisely-chosen disk firmly in your right hand and insert it (the disk, not your hand) into the drive slot on the side of your Amiga. Turn on your Amiga and watch as a menu appears right before your incredulous eyes. Use the function keys to select the demo or game you wish to play. There might be a short delay between the game loading and it actually running. If so, don't worry - the program's just decompacting.



Note that you cannot view the Golfing Greats from the menu. Go get a copy of MicroProse Golf and load it up. Then, when the options menu appears select REPLAY and insert Disk A when asked for the data disk. Choose a slot by clicking on it then click on the disk icon to load and view it. There. Wasn't too hard, was it? If you have any further problems refer to the game's manual.

GALACTIC

You'd be right if you thought that the first 'designed solely for the Amiga' game by Stavros Fasoulas was going to be good. However, if you thought it was going to be a down-to-Earth blaster along the lines of his C64 hits Delta and Sanxion then you'd be very, very wrong. Galactic is a shoot-'em-up alright but, boy, is it weird! In fact, it's more than weird. It's enough to make you suspect that poor old Stav's lengthy tenure in the Finnish equivalent to our National Service, boiling up old socks for soup while patrolling the Finnish-Russian border, has sent him quite potty.

Take the game's, if you will, 'plot'. Our hero, King Rudolph, is having an afternoon nap when - horrors! - he has the most bizarre nightmare. He dreams that the yellow and red characters on his faithful old set of playing cards have come alive and are battling it out for supremacy. In the middle sits poor King Rudolph, armed only with a set of blank playing cards. Only by lobbing the cards at the two warring factions can he trap them and restore sanity. (Sanity? Some chance!)





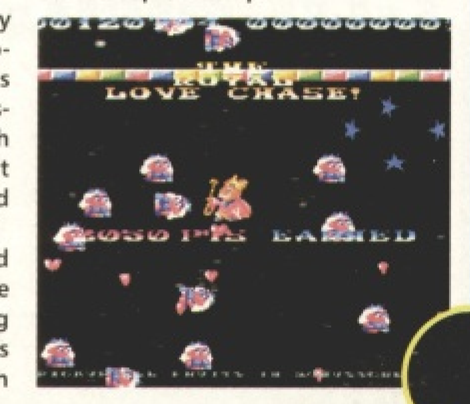
Rudolph has two energy bars - red and yellow - and if either of them drops to zero the King dies. Rudolph can swap between them at any time by touching the little indestructible king geezer who wanders about. Rudolph can also top up his flagging energy by catching the tumbling trapped card characters before they hit the floor. If he catches a red card then his red energy bar is topped up and if he catches a yellow card then his yellow energy bar is topped up.

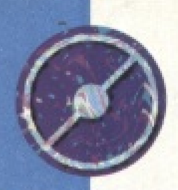
The card characters can be trapped in one of two ways - either by Rudolph and his magic cards or by the opposing team and their bubbles. If a trapped card character hits the floor then it turns into a points-packed bonus. If Rudolph can catch a 'bubbled' card character before it hits the floor then it is freed and 'reborn' at the top of the screen.

Every so often screens packed with fruity goodies appear where the aim is simply to collect everything before the timer expires. Then there's the Royal Love Chase, where Rudolph has to outrun his lady admirers for as long as possible. In addition, there are loads of strange and whacky secret bonuses and warps to discover - can you work out how to get the 'Floor Dance Bonus', for instance? Keep an eye on the bottom of the screen for hints. There's more fun in this EIGHT-LEVEL demo of Galactic than you'll find in a week at Euro Disney so get playing!

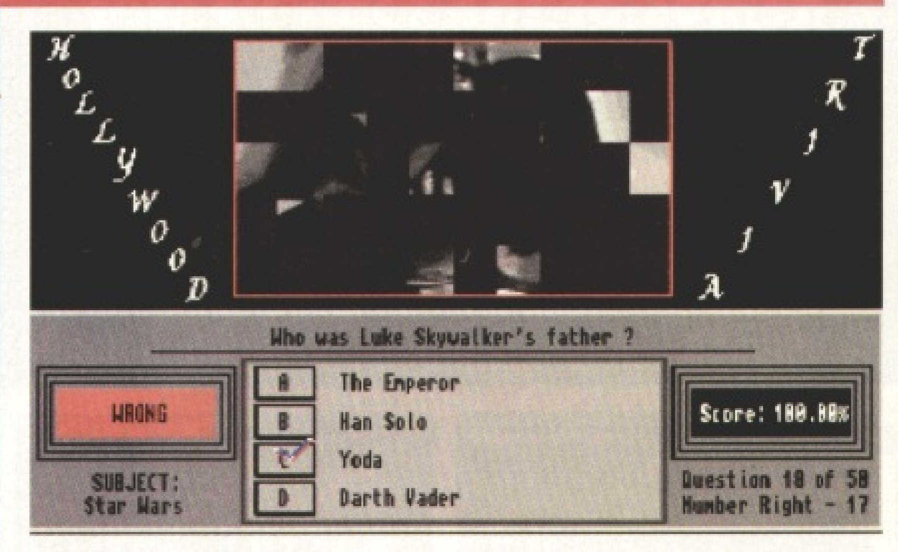
INSTRUCTIONS

Use the joystick to move King Rudolph about the screen and hit FIRE to lob a card in the direction you're travelling. If you stand still and hold down FIRE then you'll lob cards endlessly and also be able to direct them without moving by twisting the joystick. It's a simple as that. Don't forget to keep an eye on your double energy bars and whenever possible catch the trapped nasties to top them up.





OOPS! Due to David being hopeless, you'll notice that Hollywood Trivia appears on Disk A and NOT Disk B as indicated by the labels. Sorry. Sorry. Sorry. We're so sorry you wouldn't believe it. It won't happen again. Promise



HOLLYWOOD TRIVIA

Hooray for Hollywood! That famous factory of dreams, where a humble waitress can become a film star overnight, has been the source of inspiration for million of games. And here's another one to add to the list! As you might have guessed from the cunning title, it's a trivia game boasting four-hundred questions based around eight topics, including Indy Jones, Star Wars, Star Trek and The Hitchhiker's Guide. As you answer the questions correctly a digitised piccy slowly forms on-screen. At last find out just how pathetic your life really is! Take Dave, for instance, who got all the Star Wars questions right - what a sad man!

INSTRUCTIONS

The game is completely controlled using the mouse. Bring up the menu by holding down the right mouse button. Move the pointer over the word SUBJECT and select a topic by dragging the pointer down so that your choice is highlighted then release the right mouse button.

Questions will appear at the bottom of the screen, along with four possible answers. Click with the left mouse button on the box next to the answer you think is correct. If you're right another piece of a digitised picture will appear. Can you get all the questions right and see the whole picture?

If you are stuck you can get help by going to the CONTROL menu (hold down the right mouse button again) and selecting HELP. One of the incorrect answers will be crossed out. If you get really, really stuck you can even cheat by getting the computer to show you the answer by choosing SHOW ANSWER from the CONTROL menu. But you'd never do that, would you?

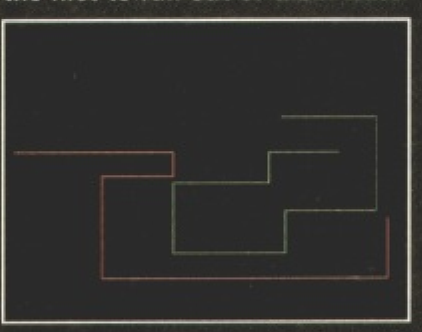
GOLFING GREATS

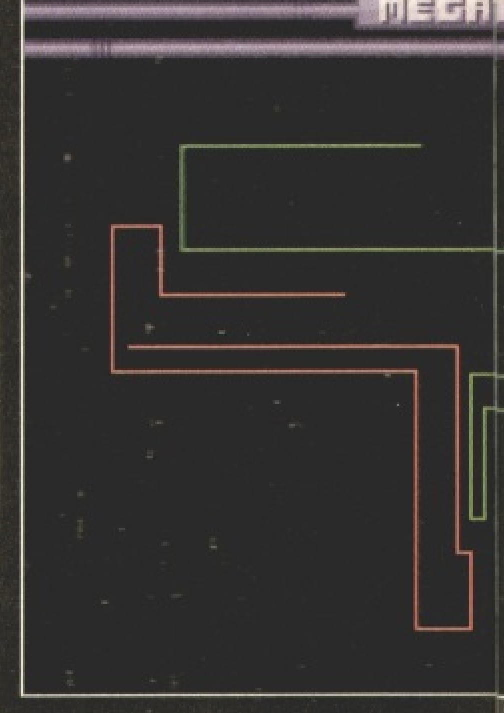
This is, sadly, the last month of Golfing Greats, so please don't send any more entries in 'cos we'll only throw them away. So, the question trembling upon the nation's lips is: who's won the fourth place in the forthcoming MicroProse-sponsored Golf Tournament? The answer is... (roll on the drums)... Andrew Fairlie from Burnt island in Fife! Congratulations to Andrew and also to Philip Monaghan from Kilwinning in Ayrshire, Brian Sullivan from Newport in Gwent, and James Dowan from Weymouth in Dorset who also sent in some very nice shots. All the winners from the last four months will be contacted soon regarding the MicroProse Golf Tournament and you can read about what happens in a future issue of The One.



MEGATRON

MegaTron is a simple little thing based loosely on the lightcycle race from the movie Tron. Two players compete to try and force the other to smash into the coloured trails left by their Tronic Jetbike. Each player has a limited number of bikes and the first to run out of them loses.

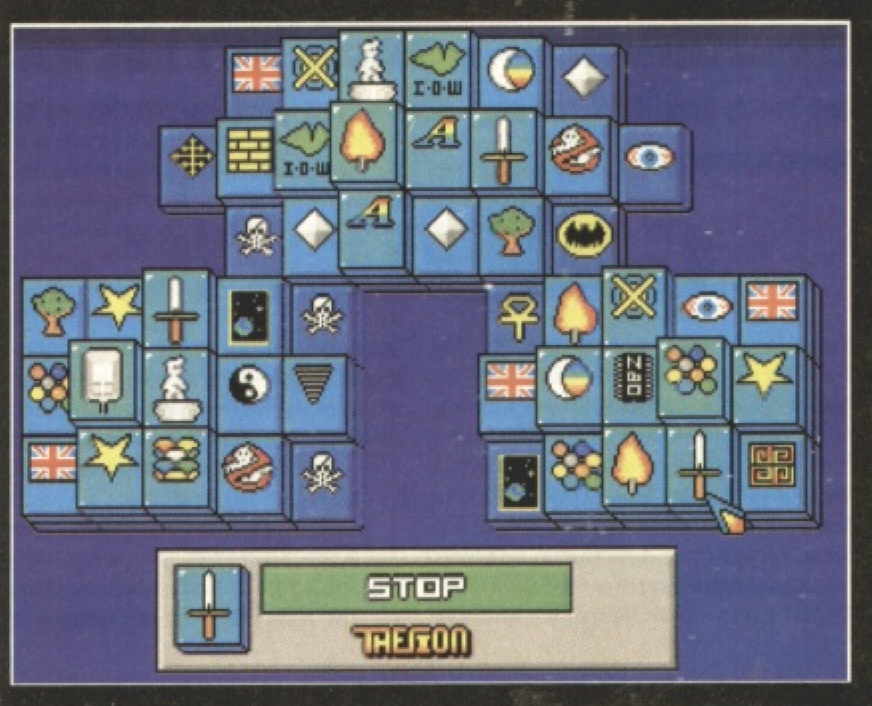




Now I know that it doesn't sound that brilliant but, believe me, it's one of the most addictive and purely competitive games known. There's plenty of opportunity for dirty tricks and psyching out your opponent and the feeling of sheer evil glee you get when you box someone in and force them to smash into a wall is unsurpassable! You'll never really know what a low-down rotten so-and-so you are until you've played MegaTron. The game generated so much ill-feeling in the office that we had to burn the disk!

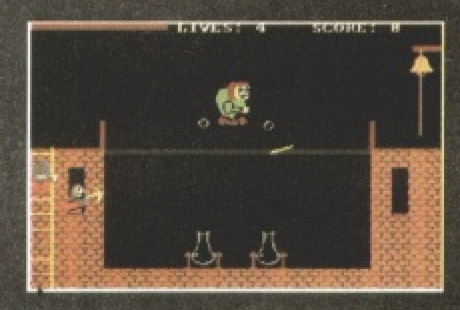
INSTRUCTIONS

On the title screen use the function keys to alter the game's speed and toggle between music or sound FX (I'd recommend you go for the former option). Then hit F1 to get into the game. Now all you need is a joystick to move around with. Oh, and another player, of course.



* Compatible with 1Mb machines only

BATTLEMENTS*



Now I'll be honest. Battlements looks as ugly as its hero, the gruesome Quasimodo. But, as we all know, looks aren't everything (ask Dave) and in Battlements' case this especially true. The plot runs thus: Quasimodo must run and leap his way across Notre Dame Cathedral's castellated walls, dodging all kinds of medieval nasties in an effort to rescue his beloved Esmerelda. There are pits, fireballs, arrows, soldiers with lances, soldiers with bows, cannons - you name it, Battlements has got it. There are 40 levels to complete, each packed with ever-increasing problems. Get going, Quasi!

INSTRUCTIONS

On the title screen use your joystick either to alter the starting level, read the game's instructions or look at the Hall of Fame. You can also make the levels appear randomly, but I'd advise you to keep this option turned 'off' until you're used to the game. Select the START GAME option to get going.

The aim of the game is to guide Quasimodo safely from the left-hand side of the screen to the bell at the right. Use the joystick to move Quasi left and right and hit FIRE to jump. Getting hit by an arrow, a cannon ball, a fireball or whatever spells instant death, as does falling down a pit (Quasi's got a very fragile hump, you see). To make matters worse there's a guard climbing the ladder at the side of the screen and if he reaches the top he'll chase after and kill Quasi.

Be warned that the game gets very tricky in its latter stages. If you ever manage to rescue Esmerelda then you deserve a pat on the hump.



OMEGA RACE*

* Compatible with 1Mb machines only

Don't be fooled - Omega Race isn't just another boring version of Asteroids, though there are definite influences and fans of that game will certainly extract a lot of fun out of this. You control a triangular spaceship as it zips around the central score panel.

Your mission: destroy all the rotating cog-like things. At first this is none too difficult as they just float in space doing zero, but later on they drop little landmines and later still mutate into lightning-fast, missile-firing spoke creatures. I know this doesn't sound very clear but play the game and you'll see what I mean.

INSTRUCTIONS

All control is via the joystick. Tap FIRE to get past the text screens and into the game. Rotate the ship by pushing LEFT or RIGHT, push UP to thrust and hit FIRE to fire. Those are all the controls, now all you have to do is survive. Easy.

DRAGON TILES

Dragon Tiles is a very slick Shanghai variant and, with its attractively-drawn tiles and calm-inducing blue colour scheme, it's also one of the prettiest versions of this classic game



that I know. Dragon Tiles is one of those games that, as the cliché goes, takes a moment to learn and a lifetime to master.

The screen is filled with stacks of tiles, each with a variety of designs on them. The aim is to clear the screen by pairing off similar-looking tiles, whereupon they disappear. This otherwise easy task is made more difficult by the fact that you can only remove tiles that have either their left or right side exposed. You'll be infuriated. You'll be frustrated. But, most of all, you'll have fun.

INSTRUCTIONS

All control is with the mouse. Click to start the game then select a tile pattern. During the game select a tile by moving the pointer onto it and clicking. Select one tile type then another with an identical design and they will both disappear. Remember the rules: the tiles must have one of their left or right sides exposed and also be in plain view (i.e. you can't click on tiles underneath other ones). If you get stuck, click on the STOP bar to return to the title screen. There are loads of different tile patterns to try out - can you do them all?

DISK-USTING!

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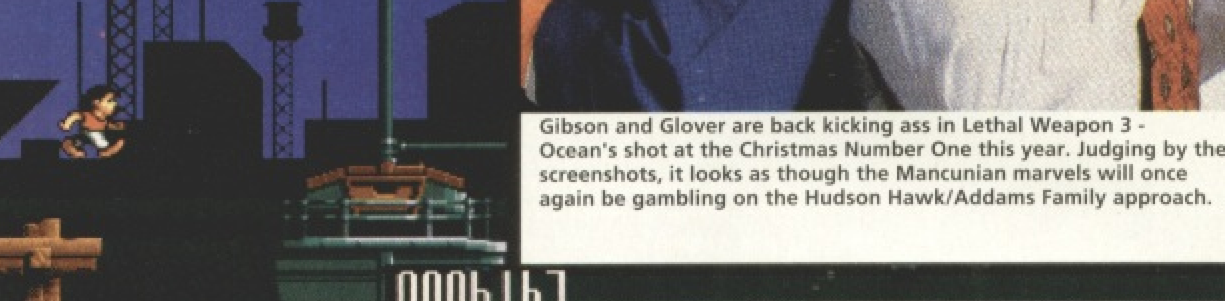
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If you think your problem can be sorted out by a quick phone call to somebody, call the PC Wise Helpline on (0443) 693233 between 10:30am and 12:30pm weekdays.

THE SMALL PRINT

1. While The One makes every effort to check the coverdisks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.
2. The One and its retailers are not liable for any unnotified change to the content of cover-mounted disks which may occur.

OCEAN RIGGS IT



Gibson and Glover are back kicking ass in Lethal Weapon 3 - Ocean's shot at the Christmas Number One this year. Judging by the screenshots, it looks as though the Mancunian marvels will once again be gambling on the Hudson Hawk/Addams Family approach.



In what is almost certain to be the last REALLY big-name licence of 1992, Ocean has snapped up the rights to the blockbusting action movie Lethal Weapon 3.

The signing sets the stage for what is now destined to be one of the biggest Christmas licence clashes in years, with Konami's Batman Return and Acclaim's Alien 3 also jockeying for position.

The movie, which broke box-office records when it opened in the US recently, sees top LA cops Martin Riggs (Mel Gibson) and Roger Murtaugh (Danny Glover) teaming up once again, this time to bring down some crooked ex-cops who are selling Police-owned weapons to the city's villains. No doubt the movie's plethora of big explosions (in one scene an entire office block is destroyed) and top fighting action will doubtless make ideal material for the game.

The Amiga version is already in production, and looking fine as these first exclusive screenshots illustrate. We hear it's going to be another platform-based affair along the lines of Hudson Hawk and The Addams Family, with the player taking control of the shaggy-haired Riggs. Due for completion in August, we understand the game's to be held back in order to hit the lucrative Christmas market - the film premieres at the end of the Summer. Stand by for a full Work in Progress soon.

THE AMIGA IS DEAD! LONG LIVE THE AMIGA!



Come 1993, Commodore's controversial A600 could well be the only low-end Amiga that money can buy.

Yes, it's true. It was revealed this month that Commodore intends to slowly kill off its most popular machine - the Amiga 500 Plus. The move is intended to be part of the Big C's master plan for consolidating the new, super-sleek A600 as the next stage in the machine's evolution. It's estimated that by the end of the year A500s will no longer be available (rumour has it that production on the model has already stopped), leaving the 600 as the only choice for those wishing to join the ever-growing Amiga army.

But fear not, you legions of A500 owners. Commodore is far too smart to dump on you, and will doubtless be ensuring that all future Amiga products continue to be compatible with the older models. And, of course, anybody wanting to buy an Amiga should be able to pick up an A500P at some excellent discount stock-clearance prices - they're already being touted at £299 by some mail-order outlets. Here at The One we don't exactly expect any major upheavals in the Amiga gaming world as a result of the phase-out, but we'll be keeping a watchful eye out all the same...



GET SPORTY FOR SUMMER



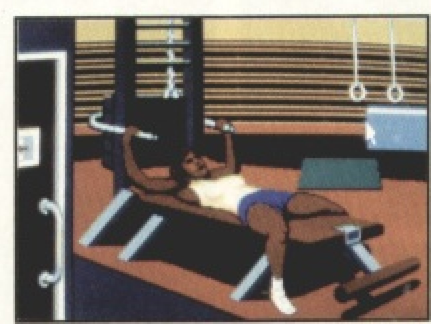
Espagna 92 - Ocean's attempt to cash in on Olympic fever.

Phew, what a scorcher. With the weather as surprisingly hot as it is, and with Barcelona 92 lurking just around the corner, the "big two", Ocean and US Gold are both warming up to release big Olympics-style games to cash in on the Summer sports madness that's set to sweep the nation.

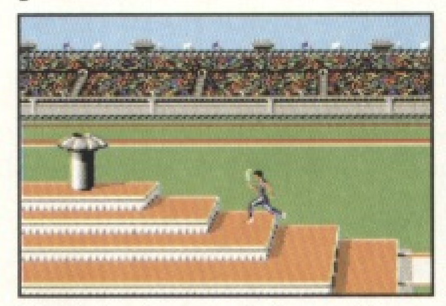
Ocean's effort, which is by far the most obviously Olympics-inspired of the two, is provisionally entitled Espagna 92 (see what we mean?), although it's unclear whether the game is indeed the official Barcelona tie-in. According to David Upchurch, who was granted a sneak preview earlier this month, it's got "tons of events". We are not talking a piffling six or eight - there are literally dozens, almost every one featured in the real Olympics! As in Psygnosis' Carl Lewis game (WIPped this month), Espagna 92 also features a full management aspect, where the player must train up his squad of athletes prior to competition. It's due out "soon".

The US Gold game is called MegaSports and, like Espagna 92, has sporting events by the bucketload - hence the "mega". In this case there are other 30 to compete in, including skiing, BMX racing track-and-field, shooting, rowing, cycling, diving, gymnastics... the list is impressive to say the least. Whether or not quality has been sacfified for quality remains to be seen, but the game's got one very strong point in its favour - included as part of the package are the never-before-released Amiga versions of the Epyx sporting classics Summer Games I and II!

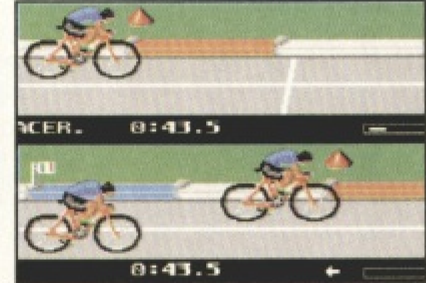
That last fact alone is enough to get us old The One hacks, who remember the old days, making ourselves sick with excitement. Also due out in time to hit the Olympic craze, Megasports should be reviewable by next month.



No pain no gain - get ready to burn in Espagna 92's gruelling training sessions.



The all-time Epyx classic Summer Games - making it's Amiga debut next month.

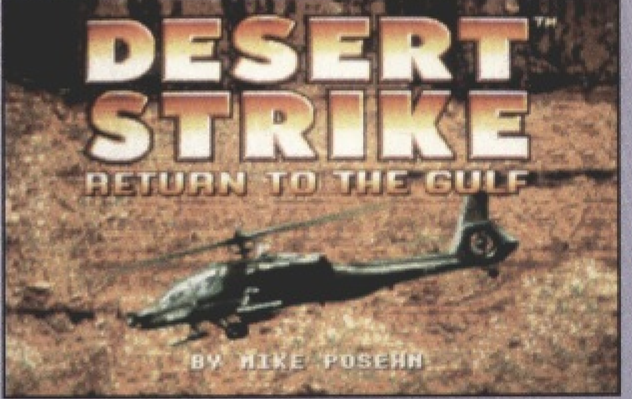


Two-player action in Summer Games II - in this case, a trip to the velodrome.

Desert Strike to hit Amiga

After the not-inconsiderable success of John Madden American Football, Electronic Arts has revealed that it is currently converting another of its Megadrive titles to the Amiga. The Gulf War-inspired Desert Strike is the most successful console game the company has ever released, and is also a bit of a spiffing game - two fine reasons for an Amiga conversion.

Subtitled Return to the Gulf, Desert Strike is a scrolling isometric strategic shoot'em-up in which the player flies a state-of-the-art attack helicopter over a Middle-Eastern battleground against the forces of a jumped-up military crackpot with a big moustache. Sound familiar? Though we only ever play Amiga games these days, we remember Desert Strike from our days on ACE and rate it as one of the best games in a good few moons. Gary Robert's the EA in-house coder who produced the Amiga John Madden is currently working away on the conversion (more details on page 21), which is due for release at Christmas.



Hard-hitting Gulf War action in EA's Megadrive blockbuster Desert Strike - the Amiga version promises to be even better.

It's also been suggested, although not confirmed, that we could well be seeing more of EA's Megadrive titles coming across, including Ice Hockey sim EA Hockey and the futuristic bike racer Road Rash. As of yet Desert Strike is the only title we definitely know is being done, but we'll be sure to tell you when we hear word of the others.

STRIPTEASERS

...Fans of the mega-successful Capcom coin-op Streetfighter 2 will be well chuffed to hear that US Gold has acquired the licence, and Creative Materials (The Godfather, Final Fight) will be producing the Amiga conversion, due out before the end of the year...

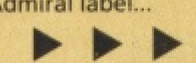
...Meanwhile, Delphine Software's adventure-based interpretation of The Godfather movie has gone down the bin and won't ever be appearing. The boys behind Cruise for a Corpse and Another World are now working on a new game called Moebius instead...

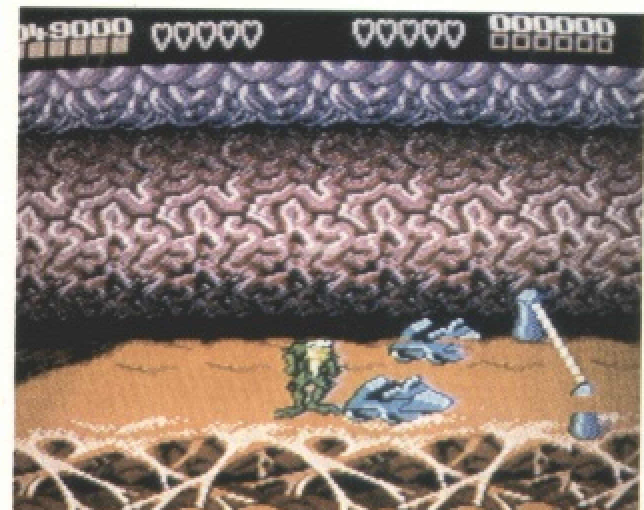
...Monkey Island 2 simply not enough for you? Well, according to our sources, Lucasfilm Games is reported to be "looking at" the prospect of producing a Monkey Island 3! Don't start salivating just yet, though - even if they do decide to take the plunge, it wouldn't make it onto the Amiga until well into next year...

...Oh, and while we're on the subject of Lucasfilm, the top Californian developers have, as of this month, changed their name to LucasArts Games. Considerably more interesting than this minor move is the fact that one of the first games to appear under the new name will be a new Star Wars tie-in. It's a Wing Commander-style space combat simulator based around the X-Wing fighter, currently being developed for the PC and "probably" making it to the Amiga sometime after...

...Palace Software releases two SUPER games this Autumn - namely Super Barbarian and Super Cauldron. Super Barbarian, being the follow-up to Barbarian and Barbarian II, is currently being written in-house, while Super Cauldron, the spooky follow-up to Cauldron 1 and 2 (neither of which ever appeared on Amiga) is in the capable hands of Titus in France...

...Alternative Software has picked up the licence to the "hit" Hulk Hogan movie Suburban Commando, recently released on video. It's due to appear later this year on the company's new Admiral label...





The Nintendo mega-seller Battletoads - coming very soon to your Amiga...

Toads in the hole

Though you may still have a long wait for Mario and Sonic to appear on the Amiga, there's one set of console heroes who will definitely be making the transition to the machine this year. Battletoads are, apparently, the coolest thing since the Turtles (remember them?), consisting of three super-hard toad-like mutant warriors called Zit, Rash and Pimple. Their mission - to save the galaxy from another lot of horrible mutants bent on cosmic domination.

Yes, well, it doesn't exactly sound thrilling so far, but wait until we tell you that the game has been an absolutely HUGE hit on the Nintendo, and that it's been written by Rare Ltd - the people who used to be legendary game wizards Ultimate. Sounds a bit more interesting now, eh?

The game, as is typical for a product originated on console, is a multi-level arcade blast that takes the Toads through various different sub-games - beat'em-up, platform, racing, shoot'em-up - it's all go in Battletoads. The Amiga licence has been picked up by Mindscape, who intend to spruce the game up considerably (the Nintendo is only equivalent to a crusty old C64) before releasing it - a rough date has yet to be confirmed. No screenshots as yet, as the conversion's yet to be started upon. Rest assured, when they exist, you'll see them.

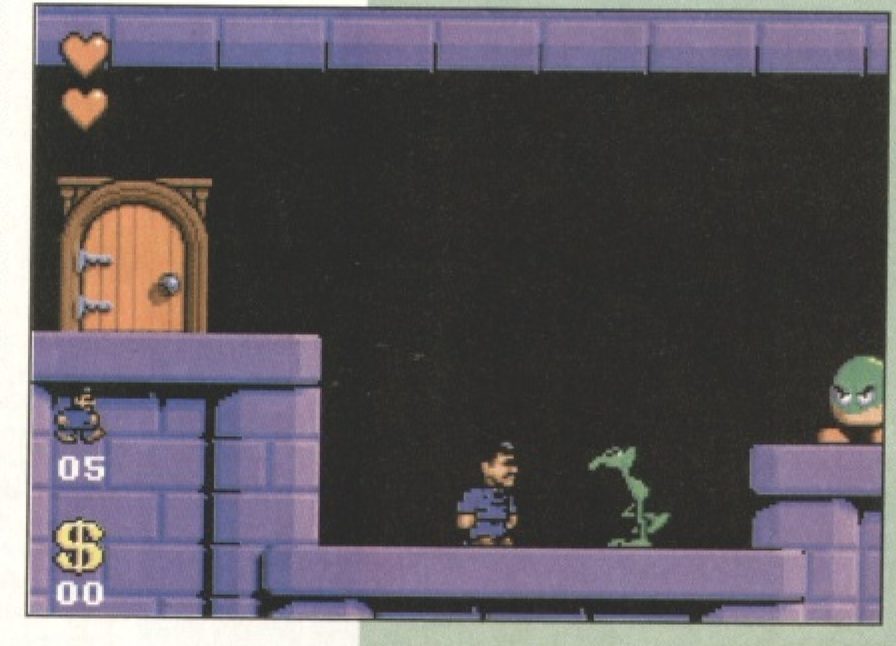
recomm

Every month, The One's prestigious team of game experts put their heads together and after the unpleasant clonking noise they decide what are the finest games to have appeared over the last few months. The result is an invaluable guide to the very best of software currently available to buy...



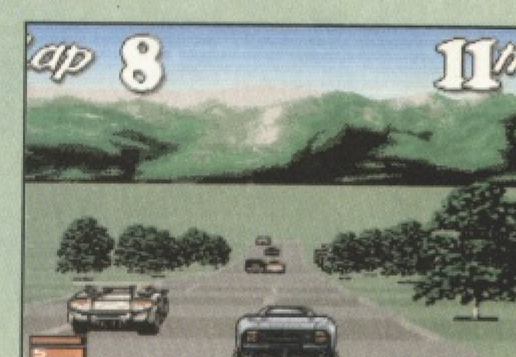
SENSIBLE SOCCER (Renegade)

Irrefutably, THE best football game the Amiga has ever seen, combining mind-blowing playability with a level of detail and authenticity that will keep even the most die-hard soccer freak happy for months. Some (including us) says it's even better than Kick Off 2, although arguments are set to rage for months over that one. Unmuddled, very cleverly designed, good to look at and a tremendous amount of fun, Sensible Soccer is simply too good to miss. So don't. **93%**



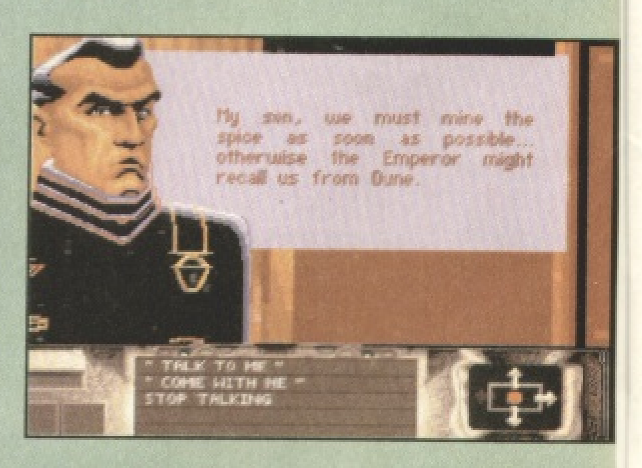
THE ADDAMS FAMILY (Ocean)

After Ocean's rather poor performance on the licence front over the last year, no-one could have expected this, one of the finest platform games the machine's seen in a long, long time. Thankfully, the programmers have almost completely discarded about the shoddy tie-in material and simply produced a superb Mario-style platformer with the player, as Gomez, leaping around the Addams mansion and grounds in search of his kidnapped family. It can hardly be called original (we're surprised Mario isn't sueing personally), but who cares? It's utterly addictive, and that's all we want to know. **90%**



JAGUAR XJ220 (Core Design)

With Lotus 3 on the way, how long this game will reign as king of the full-price race games remains to be seen. But in the meantime Core's supercar simulator will do nicely thank you, offering arcade race action that beats Lotus 2 hands down, while offering a plethora of extras including a skillful track designer and car modification sections. Suitably impressive in its scale, Jaguar is definitely the best value racer we can think of, and one of the nicest looking too. Fans of the genre who haven't already bought it definitely should. **85%**



DUNE (Virgin Games)

An impressive hybrid of new-age adventure and strategy game, Dune is an object lesson in how atmosphere can work wonders. Superb graphics and music capture the feel of the book and film, and there's plenty of things to explore and discover. The adventure aspect is ultimately limited, but the top military-style strategy props things up nicely by giving the player plenty to think about pretty much all of the time. At the end of the day its longevity in question, but there's enough here to make Dune worth its rather over-the-odds asking price. **90%**



mended

PROJECT-X (Team 17)

Exactly the sort of thing that The One team likes to unwind with at the end of a stressful day (apart from Megatron), Project-X is shoot'em-up excellence personified. Six levels of gorgeous-looking graphics, exquisite sampled sound and no-holds-barred megablasting gameplay... sounds almost too good to be true, doesn't it? The more we play it the more we enjoy it. Buy or die.

90%

FIRE AND ICE (Renegade)

To be honest, we prefer The Addams Family to this on the platform front - it's simply more immediate and less complicated. But that doesn't stop Andrew Braybrook's latest from being an exemplary example of what modern-day platform gaming is really all about, to the point of teaching those silly little console games a thing or two. It's cute, it's jolly, it's huge and it's an awful lot of fun - although many readers have written in to complain it's too hard. What's wrong with you people?

92%



STRIPTEASERS

...A new company called Evangelsoft has made itself known this month. It aims to produce religiously-enlightening games software, would you believe. Among the first titles to appear will be a Boulderdash-inspired arcade games called King Solomon's Mines, along with an educational product based around the history of the holy land. Wonders will never cease...

Disney's own Amiga interpretation of its almost-blockbusting action movie The Rocketeer is due to hit the shelves this September, along with an adventure based around the equally "amazing" Dick Tracy. Proper previews to follow...

...Even though it's completely finished, the release of Sensible Software's excellent Wizkid (92% last month) has been put back until August. Ocean says it's simply because its release schedule is already bursting at the seams, and they simply haven't got a slot for it until then...

PENGUIN/GALLUP CHARTS

Month Ending 23rd May 1992

FULL PRICE TOP 40

TM	LM	Title
1	NE	EPIC (Ocean)
2	NE	THE MANAGER (US Gold)
3	1	JOHN MADDEN AMERICAN FOOTBALL (Electronic Arts)
4	25	EYE OF THE BEHOLDER 2 (US Gold)
5	2	PROJECT-X (Team 17)
6	NE	JOHN BARNES EUROPEAN FOOTBALL (Krisalis)
7	4	FORMULA ONE GRAND PRIX (Microprose)
8	NE	DIZZY'S EXCELLENT ADVENTURES (Codemasters)
9	3	SPACE CRUSADE (Gremlin)
10	11	JIMMY WHITE'S WHIRL WIND SNOOKER (Virgin)
11	27	SIM ANT (Ocean)
12	10	PINBALL DREAMS (21st Century)
13	6	SPECIAL FORCES (Micro prose)
14	15	BIRDS OF PREY (Electronic Arts)
15	5	BLACK CRYPT (Electronic Arts)
16	NE	EASY AMOS (Europress)
17	NE	COVERT ACTION (Microprose)
18	7	WWF WRESTLEMANIA (Ocean)
19	13	PACIFIC ISLANDS (Empire)
20	RE	CENTURION (Electronic Arts)
21	28	OH NO! MORE LEMMINGS (Psygnosis)
22	18	HARLEQUIN (Gremlin)
23	NE	JAGUAR XJ220 (Core Design)
24	NE	VROOM (UbiSoft)
25	14	PGA TOU GOLF PLUS (Electronic Arts)
26	8	ROBOCOD (Millennium)
27	23	HEIMDALL (Core Design)
28	16	A320 AIRBUS (Thalion)
29	9	POPULOUS II (Electronic Arts)
30	12	AWARD WINNERS (Empire)
31	RE	BARD'S TALE 3 (Electronic Arts)
32	NE	THE BITMAP BROTHERS VOLUME 1 (Renegade)
33	RE	MICROPROSE GOLF (Microprose)
34	33	LEANDER (Psygnosis)
35	NE	MEGA LO MANIA/FIRST SAMURAI (UbiSoft)
36	19	ALIEN BREED (Team 17)
37	22	AGONY (Psygnosis)
38	24	ANOTHER WORLD (US Gold)
39	35	PARASOL STARS (Ocean)
40	21	ROBOCOP 3 (Ocean)

BUDGET TOP 20

TM	LM	Title
1	1	FIRST DIVISION MANAGER (Codemasters)
2	2	RAINBOW ISLANDS (The Hit Squad)
3	3	F-16 COMBAT PILOT (Action Sixteen)
4	6	JAMES POND (GBH)
5	9	MANCHESTER UNITED (GBH)
6	NE	MAGIC LAND DIZZY (Codemasters)
7	4	SCOOBY-DOO AND SCRAPPY-DOO (Hi-Tec)
8	NE	TURRICAN II (Kixx)
9	3	LOTUS ESPRIT TURBO CHALLENGE (GBH)
10	12	THE NEW ZEALAND STORY (The Hit Squad)
11	13	FANTASY WORLD DIZZY (Codemasters)
12	7	GOLDEN AXE (Tronix)
13	8	WACKY RACES (Hi-Tec)
14	19	ROBOCOP (The Hit Squad)
15	10	WORLD CRICKET (Zeppelin)
16	25	GRAEME SOUNESS SOCCER MANAGER (Zeppelin)
17	NE	TRI-STAR SPORTS (Soundware)
18	15	OPERATION THUNDERBOLT (The Hit Squad)
19	20	LITTLE PUFF (Codemasters)
20	NE	QUATTRO FIGHTERS (Codemasters)

THIS TIME LAST YEAR (July 1991)

1. EYE OF THE BEHOLDER (US Gold)
2. THE SECRET OF MONKEY ISLAND (US Gold)
3. ARMOUR-GEDDON (Psygnosis)
4. FANTASY WORLD DIZZY (Codemasters)
5. DEFENDER OF THE CROWN (Mirror Image)
6. GODS (Renegade)
7. MIAMI CHASE (Codemasters)
8. PGA TOUR GOLF (Electronic Arts)
9. HERO QUEST (Gremlin)
10. NORTH AND SOUTH (Action Sixteen)

The One's monthly Amiga charts are provided by the lovely people at Gallup and Penguin biscuits (mm-mm). They are the copright of McVitites.

Yes indeedly-doodly! Welcome one and welcome all to the liveliest letters page in the Cosmiverse. After our impassioned plea last month for some decent views, our mailbag exploded virtually overnight! As a result, we've doubled the amount of space in which you get to air your opinions! Thanks to everyone who took the time to write in - keep up the good work!. If it's a comment or opinion on the Amiga scene, however, then we definitely want to hear from you. There are bulging software prizes for the best letters of the month, so there's never been a better time to get scribbling. The address is: Letters, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively you can FAX your views to us on 071 972 6710.

COVER STORY

Dear The One,
I am writing to have a moan about magazine covers, or more to the point the quality of artwork on magazine covers. A few years back there was an artist called Oliver Frey who worked on Crash magazine (amongst others). Every one of his covers that he drew was a piece of art. Take, for example, the cover of the issue featuring sport games. This featured a giant robot made up of different sports. The more you looked at it the more sports you found within it. Compare this with the artwork on your latest magazines, three or four small images on a white background, and I know which I prefer. As more and more magazines hit the shelves it will be the magazine covers that may well persuade people which to buy. Do yourself a favour, find out what happened to Ollie and then get him on your team.

Wayne Morledge,
Stanley,
Derby.

Oliver, who used to provide the cover art and doodles for all of the late Newsfield's titles, now works at Europress, where he still draws cover art, so there's little chance of him coming to work for us. And frankly, the prospect of a big robot made up of different sports doesn't exactly get our excitement-glands tingling. And also, don't you think that some of that comic-book style is a bit, well, "Eighties"?
*However, it's interesting to hear what people like then it comes to covers. Would **you** prefer a single image? Does that white background annoy you? Do those flourescent inks give you a headache? Let us know!*

SOFTWARE PRIZE LETTER

DISK-USTING?

Dear The One,
Yes I know it's beginning to labour a bit, is this old chestnut. But coverdisks (love 'em or hate 'em) seems to have developed into THE major selling point as far as Amiga/ST/PC magazines are concerned. We've had them for a while and it's about time for a bit of rethink. I seem to remember that when coverdisks first appeared, magazines carried two prices - with/without coverdisk. This seems to have disappeared completely from the front page. It's a case of "this is the price, like it or lump it."

Yes, I know about product placement and catching the customer's eye. And yes, I appreciate that a lot of work goes into actually compiling/producing it and yes, occasionally what's on it is interesting and occasionally I don't go and initialise it and use it for something else after loading it once. But - and I'm talking to you now, Mr Reader - remember that when you pay for the magazine complete with disk you're paying for the advertising on it. Fair enough, eh? Well, you're (indirectly, perhaps) paying for the advertising within the magazine. But let's face it - the coverdisk is an advertiser's dream come true. Their product penetrates the buying market directly - you try it, you buy it, basically.

Myself, I only buy one magazine a month now - usually The One as it's the best for game review presentation. But at £3.50 a shot, I think I'd rather go and buy a book instead. Should the price come down to say, £2.50 and no coverdisk, I may reconsider.

After The One's remould I expected great things. I got them inside but that bit of blue plastic just won't seem to die. Very few software houses seem to be reluctant to put their stuff forward for the coverdisk, so it must be reflecting in the sales of their products. So are they prepared to subsidise the disks so that they appear 'free of charge'? Personally, if all I wanted was to pay for adverts I'd buy WHAT HI-FI?

Mark Brown,
Nuneaton,
Warwickshire.

Some intelligent points very well argued , Mark - certainly good enough to earn you a spanking software prize. A lot of what you say is true. It's sad that Amiga magazines (both games and serious titles) simply cannot survive without cover-mounted disks anymore. It's like the arms race - when one magazine raises the stakes, the others have little choice but to follow if they want to offer a similarly-attractive package. However, your comparing of coverdisks to adverts is a little unfair. Contrary to what you say, companies take a big risk with demos. Unlike an advert, a demo can't help but give a fairly honest indication of what the full game will be like. If a reader samples a demo and isn't impressed, he'll then not buy the game that he might otherwise have done. The door swings both ways, you know. Oh, and we did a few sums and worked out that for software houses to wholly subsidise our disks and enable us to give them away 'free', they'd have to cover the entire cost - around £40,000 per issue. Hardly a viable proposition, is it?

VAS IS DAS?

Dear The One,
While looking through your TOTALLY SPONDITIOUS mag last month I saw an article on the new Amiga A600. It looks really great but I saw one small problem... Why have Commodore tried to change the keyboard? For instance the Y key and the Z key have totally changed places - now the Z is on the top line and the Y is on the bottom!

Oh, and while I'm at it, when my sister was playing your mega-brilliant PD game Galaxians she got a high-score and when she typed her name in, she pressed the Y button and it came out as a Z. I mean what is happening, is it contagious or is it an amazing coincidence? Please please please could you print this letter because I do not know why they have done this.

Simon Temple,
Old Wolverton, Milton Keynes.

Calm down, don't get in a tizz. No, you haven't fallen into an episode of Amazing Stories - there is in fact a very simply explanation. British and German machines have different keyboard layouts - the QWERTY keyboard is layed out that way because it's most convenient for our language. The German keyboard's slightly altered because their language is different - the Z, for example, has been put in a more useful place because they use that letter more often than us. The same goes for the Galaxians game, which was written in Germany and so has its keymap coded for a German keyboard. Sorry for any inconvenience caused.

A MALAYSIAN MALADY

Dear The One,
Asia, as everybody knows, is notorious for piracy, not only on the high seas but also piracy of computer software. I'm a Malaysian student over here for further education. The Malaysia/Singapore region is experiencing a computer & video games boom very much like Britain. Games released in the UK usually reach Malaysian shores within a week or two. There are plenty of computer shops around but the thing is, there aren't any proper games software distributors. What a lot of shops tend to do is import a copy or two of an original game, put these two on the display window but sell pirate copies instead.

At a foreign exchange rate of about M$4.50 to £1, an average Amiga shoot-'em-up costs in excess

IT'S TOUGH AT THE TOP...

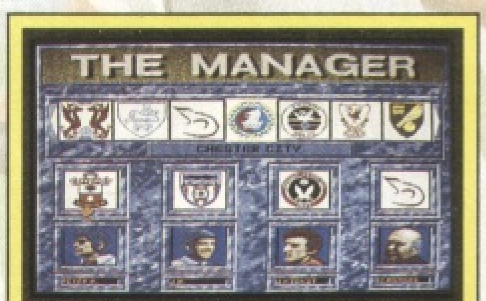
SOFTWARE 2000's

The MANAGER

Software 2000's The Manager is the definitive football management simulation featuring all the clubs in the 1991-1992 top 3 league divisions. The objective of the game is to take your favourite team to the top of the first division, as well as trying your skills in European championships.



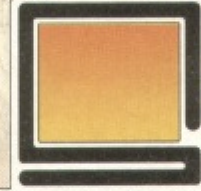
- *Up to 4 players can take part simultaneously.*
- *Select your favourite team and choose from a 1 year, 3 year or unlimited game.*
- *3D animation sequences let you watch high-lights of your team in action.*
- *Manage your money as well as your team: - upgrade your stadium to encourage better spectator attendance - earn extra revenue by setting up a sponsorship deal - wheel and deal on the transfer market to improve your team.*



Up to 4 players can take part - choose your teams from the top 3 current league divisions.

Screenshots from Amiga version.

Available on: Atari ST, Amiga & PC (VGA only).

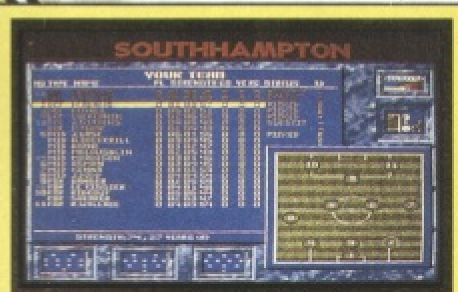


SOFTWARE 2000





The main menu - click on icons to select the various options



Select your team members and train them according to the strengths and weaknesses of the opposition.


It's match day! Liverpool have just scored against Coventry in the 59th minute.



Upgrade your stadium by installing covered seating.

BUT IT'S TOUGHER AT THE BOTTOM

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

NEED HELP? CALL THE

GOLD PHONE

HINTS & TIPS LINE

LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • SHADOW SORCERER
TEL: 0839 654 139

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE
TEL: 0891 442 025

CURSE OF THE AZURE BONDS • POOL OF RADIANCE • CHAMPIONS OF KRYNN TEL: 0891 442 026

BUCK ROGERS • SECRET OF THE SILVER BLADES • EYE OF THE BEHOLDER
TEL: 0891 442 030

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of M$100. 100 dollars! An average working guy or gal earns $600 - $700 a month. Need I say more?

If software publishers are ever so keen to stamp out piracy, why hasn't anybody bothered to set up a proper distribution network? In my knowledge, only Microsoft has authorised dealers in this region. I realise that counties like Malaysia are a small market compared to the UK or America, but it's still money being lost to piracy.

Secondly, if software can be cheaper in America than in the UK, I'm sure some sort of arrangement can be worked out for a general reduction in prices in the Asian region?

Name and address withheld by request.

Hhmm. There's no denying you've got a valid point here, but the question is - if piracy has such a secure foothold out there, would even cutting the prices in half make much of a difference? Maybe, maybe not but we're unlikely to find out without some sort of governing body to make waves - and you certainly don't fall within ELSPA's jurisdiction. We do sympathise with some of the ridiculous import prices The One's international readers have to tolerate but spare a thought for our Australian chums in particular, who live in an almost permanent time-tunnel. Games can take three or four MONTHS to materialise down-under! By the way, we remember reading somewhere a couple of years ago that video arcades were banned in Malaysia by order of the government. Is this true?

A QUESTION OF CONTROL

Dear Jim,
On some of the recent games, such as Titus the Fox, Harlequin, Fire & Ice, etc, there's a different feel to the control method comapred to last year's games such as RoboCop 2, Rainbow Islands and not forgetting James Pond 1 & 2. The games nowadays are not just faster, but take Harlequin for instance - it feels as if you're controlling an astronaut. The same goes for Fire and Ice. Am I getting old or what? I just can't get used to this new genre of games.

Sorry to say this, but I am a 90% reader of CU Amiga magazine and a 10% reader of The One, but all that is hopefully going to change. The reasons are because I think your percentage grade on games are quite accurate and, second, because you're cheaper. And I'll tell you the three main things which would make you the best Amiga mag around. First, you should include some expensive package of some sort, e.g. CU Amiga's GB-Route worth £40 and Sculpt 4D Jr worth £120. And secondly your covers keep falling apart, just like CVG's. Why don't you press them together like CU's? And lastly, more pages of info. I know you've just started on the Amiga on The One, so make a good start.

Kevin Grealey,
West Croydon,
Surrey.

I believe the trendy new phenomenon you seem to be having so much trouble with of late is called inertia. Yes, us crusty old goats here at The One also remember the old days when characters stopped when you told them to and didn't go sliding about all over the place. It's a constant source of debate around The One office - some argue it adds to the challenge, others say it's just a bloody nuisance. Whatever we think, it's here to stay - at least for a while - so you'll just have to either lump it or spend the rest of your days playing last year's games. Thanks for the publishing tips, by the way. Unfortunately giving away an expensive package is a bit of a non-starter. ELSPA guidelines forbid all magazines from putting complete 'old' games on our disks - it puts people off buying the real thing, apparently - and we'd look a bit silly if we bundled 3DFractalScape V2.01 on the front of a games-only mag, wouldn't we? If it's techy stuff you want, buy the techy mags, simple as that. Unfortunately, there's little we can do about the staples situation - perfect-binding (like CU's) would indeed solve the problem of covers falling apart but then you wouldn't be able to pull out the Kill Zone supplement, would you?

YOU DON'T WANT TO DO IT LIKE THAT

Dear The One,

First of all, thanks for a generally excellent mag. It's definitely my favourite. But - and there always is a but with these things, don't you find? - I really have to take you to task about your reviews. What are you guys on? On the one hand we have you laying down clear and concise (and rather helpful) guidelines at the start of the review section, explaining what the percentages mean. Then, you end up running roughshod all over your principals in the reviews themselves. Let's have a look at the June issue for some examples, shall we? Jim Power - 83% Are you crazy? It's only a bloody shoot-'em-up! According to your guidelines, this score means the game is "Extremely good. Top notch impressiveness". Quite good, maybe. But extremely good, no. And yet you then give Hostile Breed, a game which got a bit of a slagging review 75% And this from the Editor! 75% means Pretty Smart, but the graphics are terrible! What's happening? And you give The Addams Family 90% and Floor 13 only 86% The Addams Family looks just a copy of Sonic to me, but Floor 13 is a completely new game concept!!!
I hope you print this letter and try to answer my questions. And don't write anything funny about my name please.

Steve Mazda
Luton

Heavens! A veritable barrage of queries. There are a couple of points worth remembering about reviews. 1) Every game is reviewed on its own merits. The Addams Family is an arcade adventure, and a darned good one at that. Floor 13 is not an arcade adventure, so any direct comparisons, save for the fact that the games are both very good, are a bit redundant.

Also, if you notice, Hostile Breed's graphics were marked pretty low, and they dragged the Overall score down by an appropriate amount.

There will always be differences of opinion when it comes to reviews. We can't hope that everyone will agree with everything we say all the time. However, we reckon that you'll find our reviews system more in tune with your views more frequently than those of any other mag.

Big Jobs 2

Many of you will no doubt recall the last installment of Big Jobs where we invited your applications to become a staff writer for The One. Thanks to everyone who applied. We'll be in contact soon. This time round, we're looking for two new contributors. So read the details below, and if you think that you fit the brief, mail us an application at the address shown. We're waiting to hear from you!

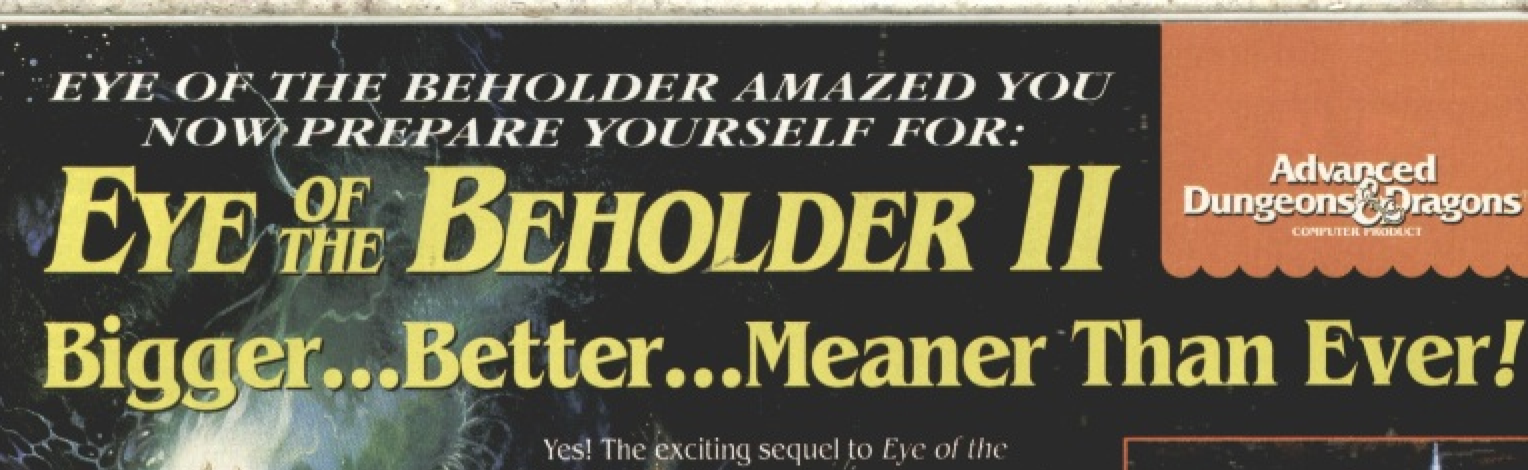
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We need top graphic artists to create the images for our covers. So, if you think you can produce *original* Amiga graphics to the standard of those which regularly grace our front page, to a deadline, you may well be the person for us.

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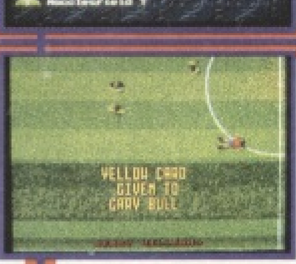
3/ Includes over 200 teams, all with realistic strip colours, skill levels, ground names and squads with real names and data. Player data includes date of birth, height and over 10 skill factors that combine to make every player truly unique.

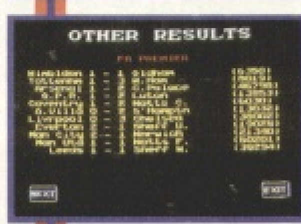
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A570
The Machine Behind the Myth

After years of hype, it looks as though Amiga owners are - at last! - going to be able to dip their metaphorical toes into the bizarre world of Multimedia and Hypergames with the imminent release of the A570 CD-ROM drive. But is Commodore's state-of-the-art peripheral a Complete Disaster or a Computer-owner's Delight? We got hold of the thing and found out...

Please calm down. Can we get one thing straight right from the start? Contrary to popular belief, a CD-ROM drive will NOT turn your Amiga into some sort of all-singing, all-dancing miracle machine that'll let you fight alongside Indiana Jones in your own personalised version of Raiders of the Lost Ark or take you back in time to play a duet with Ludwig van Beethoven or carry you on a magical trip to the Moon with the Apollo IX crew.

For too long the press - and we've been just as guilty as the rest - have helped perpetuate the myth that CD-ROM heralds the dawning of an era of 'interactive movies' (again), massive encyclopaedias of information accessible at the touch of a button, world-wide peace and the end to mass starvation. Or something.

So, rampant cynicism aside for a moment, just what can CD-ROM do? Well, put simply, CD-ROM (Compact Disc Read-Only Memory) is just another means of storing information, in essence no different to a floppy disk. However, instead of the data residing on a fragile piece of blue plastic, it's on the sexy sliver of silver known as a CD. The information is read off the CD by means of a low-power laser in the CD-ROM drive, in a manner identical to a CD music player. In fact, hooked up to an amplifier and speaker a CD-ROM drive can perform as a better-than-decent CD player. Unfortunately, since the data is stored and sealed behind the disc's laminated coating, there's no way that the user can add or delete data.

So far, so what? It's a jumped-up floppy, right? Wrong. The big thing about CD-ROM (and it IS a big one) is the amount of information that a single CD can store. Ten floppies worth? One hundred floppies worth? Nowhere near, mate - a CD can store data equivalent to around 700 hundred floppy disks! That's roughly 600Mb of storage space! You could fill a CD with over TEN HOURS worth of 32-colour Amiga animations!

But there are problems. For the laser to move from one block of data to another elsewhere on the disk can take quite a time, sometimes of the order of seconds. Say the drive is looking for some sound data to go with a big explosion graphic it's just pulled in. There can be a noticeable lag between the explosion appearing and it being heard.

Then there's the slow data transfer rate. A CD-ROM drive can only read about 120K per second. Now, given that a 32-colour Amiga screen takes up 40K, it doesn't take a degree in advanced mathematics to work out that the chances of pulling



in the 25 screens per second you need for a convincing animation are smaller than an atom's arse. As a compromise, you'll notice that if CD-based program does feature any animations then they tend to be restricted to a small area of the screen.

That said, various companies are working on hardware to decompact data in real time so that full-screen animation will eventually be possible and, if you're prepared to put in the programming hours, you can squeeze a decent animation out of a CD - take a look at Psygnosis's Planetside demo on Commodore's ill-fated CDTV - but for the time being the dream of playing a interactive movie, at least on a full TV screen, look like remaining that - a dream.

Having explained both the potential and the limitations of current state-of-the-art CD-ROM technology, let's take a look at Commodore's A570.

COMMODORE'S TECHNO BABY

Commodore's A570 CD-ROM drive is a surprisingly hefty slab of beige plastic (though not, sadly, the same beige at the A500) measuring roughly 24cm x 18cm x 6cm big. The front of the unit is dominated by the gaping CD slot with a sturdy eject button near by. Below this slot and to the right are two Power and Drive LEDs. To the left of them is a headphone jack socket with a volume dial, so that you can listen to a CD without disturbing the neighbours.

At the rear of the unit are stereo Audio In and Audio Out phono sockets and a familiar-looking square power socket. Yes, that's right - you're now going to have to contend with not one but two ugly great power supply slabs! There's a mysterious metal plate which appears to be concealing some sort of port, presumably intended for future expansion possibilities.

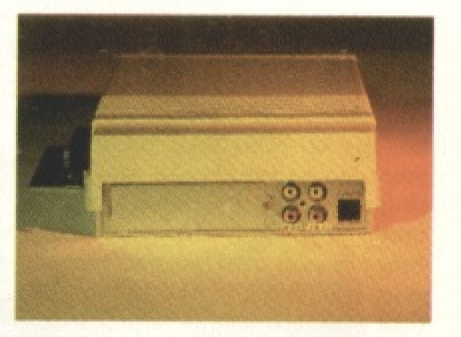
The drive connects to the Amiga via the expansion port on the left-hand side of the computer. The review machines feature no through-port so once you've hooked up the A570 then that's it, no more expansion. However, bowing to public opinion and sheer common sense, Commodore have announced that the retail machines WILL have a through-port, avoiding the hassle of having to remove your other peripherals every time you want to use the CD drive!

Some words of warning. The A570 requires 1Mb of Chip RAM to function. If you've got an A500+ then no problem, because these come with the Chip RAM as standard. People with A500s running Workbench 1.3 will need to modify their Amigas slightly. Amigas with Workbench 1.2 or less are totally incompatible and will require a complete chip upgrade. Sorry. And if you've got an A600, forget it because your machine doesn't even have an expansion slot (though don't be surprised to see an 'A670' in the near future).

POWER EXTREME!

Powering up the Amiga with the A570 connected is a little startling - your Amiga's been possessed! Instead of the normal disk prompt, you're presented with a static CDTV logo. Although the A570 takes control of the operating system, if you want to use ordinary floppies then just insert one in the internal drive and the Amiga will revert to normal operation.

The CD goes into a plastic tray or 'caddy' which is then inserted into the slot on the front of the machine. It's somewhat less elegant than the slide in/slide out mechanism found



on traditional CD units but unavoidable - the CD must be held firmly to avoid data loss. Although the human ear won't notice a few bytes of data missing on a music CD, the computer will. Having inserted the caddy the drive whirs and the CD boots automatically. After that the CD's operation is smooth and silent - no disk-swapping or hard-drive chuntering at all. It's all very pleasant.

THE SECRET OF ITS SUCCESS

Like any new computer or peripheral, the success of the A570 depends on the support it gets from the software companies. The more exciting the games available for the A570, the more people will be happy to part with the cash for it. But, in yet another classic software example of the 'Chicken and the Egg' syndrome (the history of the computer market is littered with 'em), the A570 is unlikely to get much support until it's in sufficient homes to warrant the expense of developing on CD.

And it is expensive. It's not easy finding stuff to adequately fill 600Mb. It's likely that the Amiga CD-ROM market will parallel what's happening in the IBM PC's, with companies testing the water by releasing old games with enhanced CD soundtracks or in multi-game bundles with the occasional 'CD showcase' software appearing from time to time to keep the buzz going and show off what the medium is capable off. Big, disk-heavy games like Monkey Island 2 or Willy Beamish are obvious candidates for immediate porting onto CD. It's a shame that the CDTV never really took off, as it would've provided a ready-made pool of software for new buyers of the A570 to tap into.

The growth of the PC CD-ROM market is good for all CD-ROM owners, regardless of platform. Given the expense of collating material for CD, it's likely that developers will keep the bulk of the data platform 'non-specific' so that it can be ported across to as many CD-ROM formats as possible - including, hopefully, the A570's.

Personally I hope the A570 does well. It's a good-looking machine and it deserving of success. At an anticipated RRP of £299, the price is right too. But at the end of the day its fate lies in your - and the softcos' - hands.

STARS ON 45

Here are a few examples of the software you can run on the A570...



TRIVIAL PURSUIT

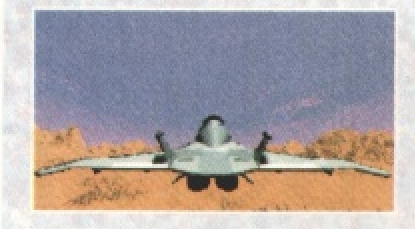
A excellent example of what the power of CD can do. Plays like the classic boardgame, but with 2,000 brand new questions based around digitised pictures and CD-quality music stored on 2 (!) CDs. All the questions are actually spoken by varying historical figures depending on the category, so Science and Nature quezzies are asked by Albert Einstein, Art and Literature quezzies by William Shakespeare, etc. Great fun!

XENON 2

The famous Amiga shoot-'em-up blasts onto CD. The game has identical graphics and gameplay but now boasts a choice of 12 musical CD soundtracks from artists like Bomb The Bass, Betty Boo and Baby Ford. In addition there's a 'data file' on each artist, complete with digitised pictures and biographies.

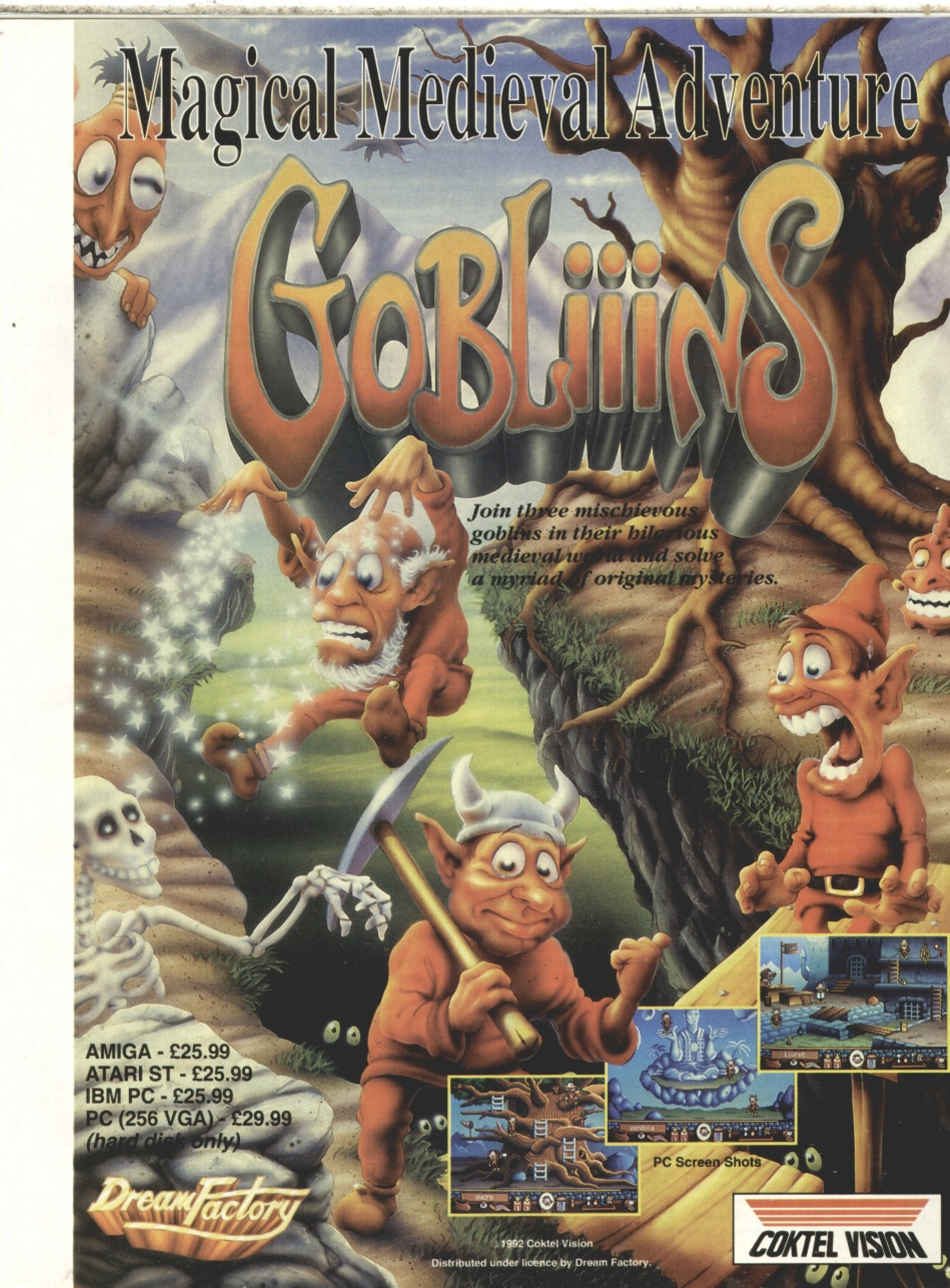
JAPAN WORLD

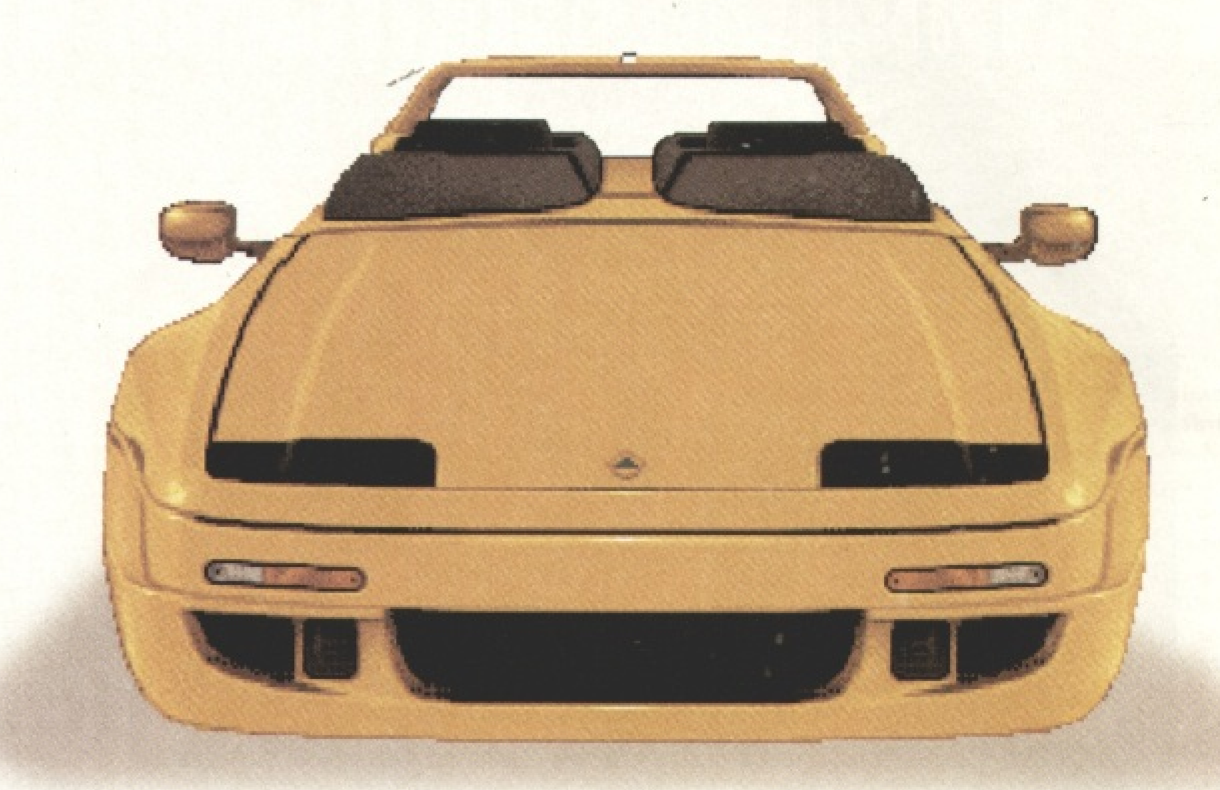
An interactive educational exploration of Japanese culture and society, packed with digitised piccies, sampled CD sound and information. If it's in Japan, it's on this disc!



PLANETSIDE

First demo'd on CDTV, this great animation from Psygnosis shows just what CD-ROM can be made to do. But is there a game in there? Microcosm, coming soon, will tell...


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LOTUS 3
THE FINAL CHALLENGE

"How much more can be done with a sprite-driven race game?" wonders Jim Douglas. Not much after this, reckon the boys at Magnetic Fields.

One of the many benefits of programming games for a living is that it isn't what you'd describe as a "regular job". Unlike working in a factory or something, it's rare that you'll ever do the same sort thing two days running. And the chances of having to do the same sort of game twice on the spin are fantastically slim. At least, that's what Shaun Southern probably used to think. Now, however, as the chief coder and mouthpiece for Magnetic Fields, nears the end of his work on Gremlin's third sprite-driven race game based on cars from the Lotus stable, a definite air of relief is in his voice.

"I know I've said this before, but this definitely is the last one!"

With such determination to make Lotus 3 their final foray into the race genre, at least for some time, it's looking like a fine way to sign off.

"We've only just seen the finished version of Jaguar," says Shaun of Core's undeniably excellent racer when asked about its potential to steal Lotus' thunder. "We saw a demo about a month ago - and it does look good. To my mind, it was only going to be a matter of time before someone produced a game to rival Lotus."

There seems to be a definite air of confidence in Shaun's voice. Didn't it bother him when Jaguar came out with a very similar features list to that being promised for Lotus 3?

"We can't complain about being very similar - it only goes to show that we did things right the first time round. The original brief for Lotus was to make a game like/as good as/ better than Pitstop 2 on the C64.

"Apart from the tactical side of Jaguar, which we would have never considered including and the track editor, which we'll talk about later, there's nothing in the game that we haven't done before. The whole package, though, is impressive. And it added to our determination to make The Final Challenge the last word in racing games."

Lotus 2 received criticism for allowing the player to take bends without slowing down much and for allowing them back on the track too easily after a crash when the first game was generally felt to have it pretty much right. Apparently, these points were noted at the time, but according to Shaun, were viewed as virtually inevitable.



"You're talking about two different games there. We got a little criticism for changing the style of the game from circuits with pitstops to stages, but I suspect we would have received a lot more if we had just kept everything the same but with new courses and graphics. Lotus 1 needed to be harsh on the crashes because that gave the computer cars a chance to overtake you and then put you in danger of not qualifying.

"Lotus 2 needed to be more lenient, so that a crash wouldn't affect your time too much. That way you could be pushed more and more with the time limit, crossing the checkpoints with just a few seconds to spare."

"2" received criticism for not offering the same degree of challenge in two-player mode as the first game. The third outing promises to offer equal thrills for solo & dual play.

making tracks

Opting to avoid the obvious "Skalextric" approach to course design, Shaun and the fellas at Magnetic Fields have created a truly crazy and yet easy to use course designer, offering the user a surprising amount of control over the way the final course drives, without actually having to bend and shape each corner.

It works via a series of sliding bars, each affecting a particular feature of the course. The difficulty has nothing to do with the actual shape of the course, but affects how fast the computerised drivers are and the time limit allowed to complete a stage or lap. Some of the best courses are not particularly hilly or bendy, but have such tight time limits that the players are forced to drive on the limit all the time.

The Curves bar rating simply governs the number of bends, while the Sharpness dictates how, um, sharp they are.

Hills will can really cripple drivers who are slow in the approach. Sticking lots of hills on a bendy course will slow the race, since the chance of bashing into a signpost on a tight corner will increase the likelihood of losing the momentum needed to quickly scale the hill. The steepness speaks for itself somewhat.

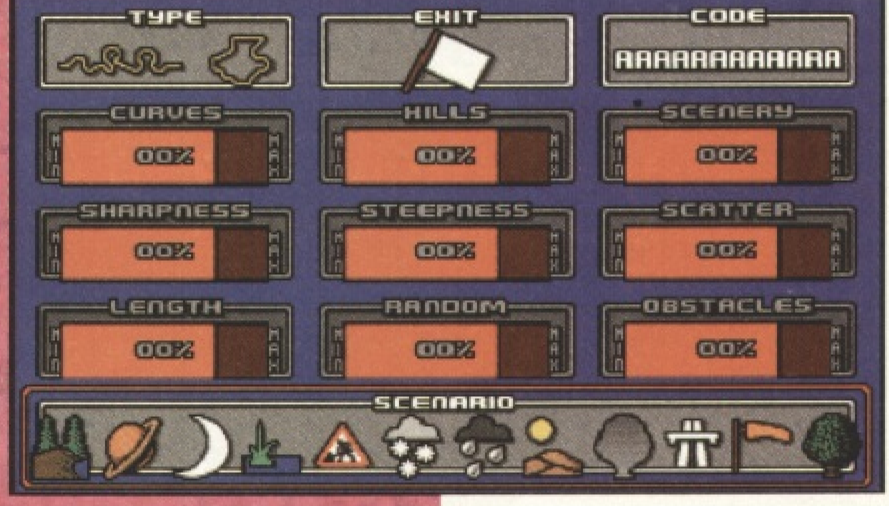
The Scenery bar and its accompanying Scatter rating determine how many roadside extras will be present (trees, bushes etc) and how ordered their appearance is.

Obstacles in the road such as rocks, cones etc will allow you to put the mockers on lead-footed driving, or allow your players to go as fast as you want.

And Length. Well...

Course designing is as much of a skill as playing the game. In the same way that it's always tempting to just see how fast you can go in a race game before calming down and then getting the most from it, it's tempting to put in loads of really steep bends and hills and curves and rain and obstacles, only to realise that such courses are largely un-driveable. The trick is to use each feature in moderation.

But the real beauty of the system is that every single course can be summed up into a 9 digit, 2 number password, entirely negating the need for any disk access.



This time, the team opted to give the player as much variety as possible. There's a mixture of Championship style courses similar to those in Lotus 1, where the players have to achieve a position of tenth or better to continue onto other courses. Also, an arcade style option pits players against time limits. Then, there is the circuit option, which works like a knockout around a single track, with the other drivers becoming increasingly swift. Finally, there are the straight runs, a la Lotus 2, where the end of a long track must be completed as quickly as possible.

"But there will also be previously un-put-together mixtures," claims Shaun, "like a Championship course with pitstops - not on a circuit but on a long run. Or a time limit course on a circuit with extra time awarded for the completion of each lap, a bit like Pole Position. In short, we've tried to offer the player the best of both worlds, and more!"

So, it's clear that all manner of stirring and shaking has gone on, but have the basic elements changed at all, or are we simply talking Lotus 2 Plus?

"Basically, for the mathematical," Shaun endeavours to explain, "Lotus 3 = Lotus 1 + Lotus 2 + 4 New scenarios + 1 new car + unique track designer + loads of new graphics, music and sound effects + 64 inbuilt courses on 6 levels."

A new car? Yes indeed, the new Lotus MX200 Concept Car takes a bow in four special stages throughout the game, allowing players to go for a spin in one of the slickest cars ever designed in Britain. First, there's the Wind Level ("Honest, we thought of this before we found out that Jaguar had one," protests Shaun) where the driver must deal with unpleasant crosswinds, a danger further compounded by loose objects blowing across the track and into his path.



Phew! Scaling eh? The amount of roadside objects actually seen during play can be altered on the options screen. Players seeking the maximum speed can do away with nice trees scenery for a faster frame-rate.

The roadworks level, claims Shaun has all the hazards one would normally associate with an average journey along the hell of motoring that is M56. Cones, hazards, barriers and potholes all await the unsuspecting driver here.

The Future Stage promises to be contain weird and wonderful effects, but no further information is forthcoming "You'll just have to wait and see."

The Mud Rally level offers the most potential for crashing fun. It's programmed to be fantastically slippery, with "Lots of Swedish drivers smashing up their cars just because the camera's watching."

So will there be any opportunities for the players to truly ruin their shiny new cars in this outing? Unfortunately not. "No, sorry. The same rules about not being able to smash up Lotuses apply here. The only smashed Elan you'll be seeing is if they let me in another one!"

Unlike the upstart Jaguar's policy of allowing the player to face off his XJ220 with other hot roadsters like Porsches and Ferraris, the Lotus games have remained consistently aloof, placing the player in a world where the roads are entirely populated by other Esprit and Elan drivers. Rather than just laziness on the graphic design front, Shaun maintains that this actually allows for more realistic races.

"In any one race, you'll only race against the same type of car, otherwise the Esprit would





Off the road again. Similarly to Lotus 2, this game doesn't penalise the player too heavily for straying from the course, but makes his life tougher with tighter time limits.

leave the Elan standing, but the computer cars all have different skill levels and speed levels. The computer cars avoid all the obstacles and players too, and will even cut in front of you and try to make you crash. Artificial intelligence is always a bit of a touchy subject, but let's say that the cars have been designed to drive well."

A difficult aspect of the project was deciding how the track editor should work. "We toyed with lots of different ideas," says Shaun, "but we settled for an approach that hadn't been used before, and we're really pleased with it. First we were going to have a super-duper, over the top, totally user friendly, let you do what you want editor with all icon driven insert/delete/add tunnel/put down a river/move a tree left etc. Everything. But then we realised how long it would take to a) write and b) use. How many people would really be bothered to use the editor? Especially when the course can't cross over, and has to meet up - all these things would be fiddly for the non-programmer."

A method similar to the one employed in Jaguar was also considered. "We decided to make a lot of things automatic; and have the course designed by someone 'driving along the track' with a joystick and 'turning' the road left, right, up and down. But again we encountered problems with the tracks meeting up, saving to disk. The problems this would present for the casual user just made it unworkable."

"Finally, we settled on the sliders idea. A set describing the aspects of the course from 0 to 100% come up on the screen." (See Making Tracks) Along with the icon toggling between circuit or stage, and a scenario selector, these statistics are used to "fractally" create up to five trillion courses," says Shaun.

"And the best part is, you don't even have to save your course to disk. Each course is described by a 9 letter, 2 digit password. These can be typed in to recreate your course. Whatever code you type in, a course will exist for it. There will be a course that can be generated for your name, or your home town, HELLOFRED - 21 or ANDYUPTON -15 etc.

"This completely removes any need for disk swapping, since it only takes about 3 seconds to create a course with a password, and a passworded course can even be played on Linked machines."

Impressive stuff indeed. Now, however, the entries in the Big Book of Games marked Driving Games - Scrolls, M. must surely be at an end. "I've definitely had enough," says Shaun, "We've fitted everything we can into this one. People will always write new car games, but the Amiga and ST are pretty well pushed to their limit now, I think. We'll have to see..."



(Left)
The course designer is unlike any contained in a race game to date, and promises to be a lot more fun to use as a result.

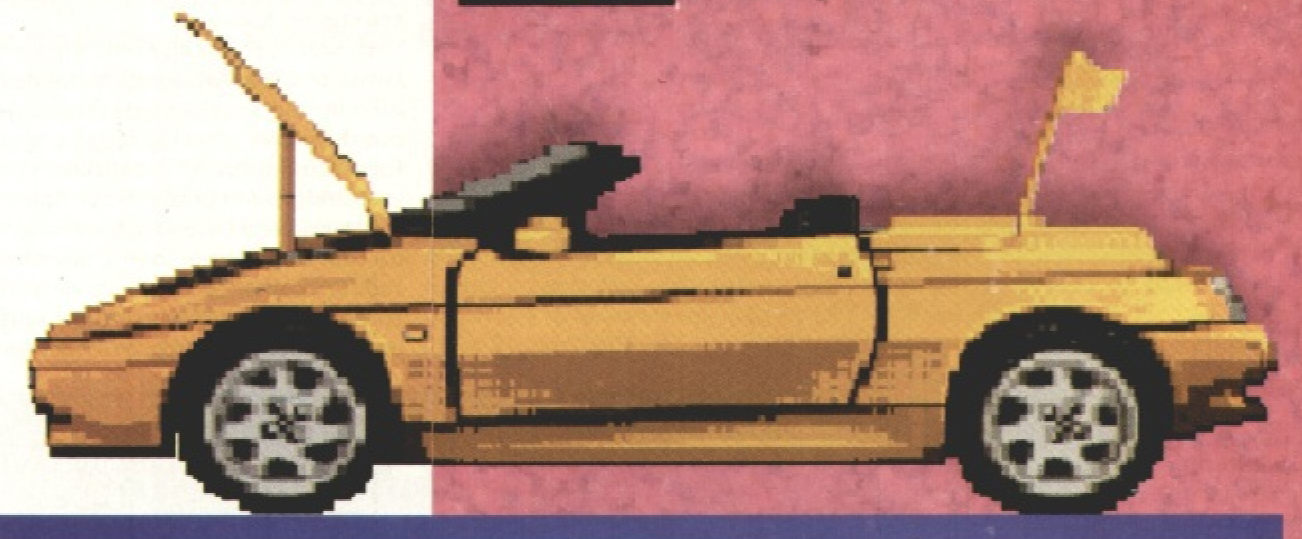
(Below)
The code JIMDOUGLAS yields a super arcade motorway track for drivers to enjoy.



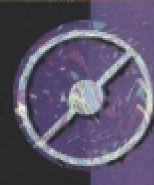




(Above)
Just look at the graphic equalizer on *that*. An even finer stereo system graces the third Lotus game, offering the player the chance to select a fine audio accompaniment for his driving.
(Left)
That Lotus logo in full. Hmm....



PROJECT: Lotus 3 - The Final Challenge
PUBLISHER: Gremlin
DEVELOPERS: Magnetic Fields
INITIATED: Late 1991
RELEASE DATE: August 1992



WING COMMANDER

It is a period of conversion. Rebel programmers, coding from hidden London bases, have won their first major victory in the war against low quality ports, producing the game PC pundits smugly pronounced could never work on the Amiga. In yet another The One EXCLUSIVE, David Upchurch discusses making the impossible possible with Wing Commander coder Nick Pelling.





Wing Commander converter Nick Pelling

Some games sell computers. Some games are so incredible that the bedazzled, glassy-eyed punter will happily stump up the cash on the spot simply for the privilege of having the hardware to run that same piece of awe-inspiring software in his own home. After all, what better way could there be of persuading an indecisive customer to part with the readies than by showing them what their new gadget can really do? Take Psygnosis's Shadow of the Beast, for example. It arguably helped shift more Amigas than Commodore's aggressive TV or newspaper advertising combined.

The last couple of years has seen a similar phenomenon occur in the traditionally staid PC market. It was an epic 3D space war simulation, the last sort of game expected from a company formerly famous for its hack n' slash RPGs. The game was Wing Commander. The company was Origin.

If you're unfamiliar with Wing Commander (unlikely) then - to fill you in briefly - it's an epic space extravaganza which casts the player as one of Earth's heroic starpilots battling the savage feline Kilrathi. The player takes part in a series of missions linked by superbly-animated 'plot sequences' detailing everyday life aboard the player's base ship. Each action-packed mission takes place in a realistic 3D environment where the spaceships are depicted using detailed ray-traced models and a sweeping musical score alters tempo and pitch according to the on-screen action. While loathe to resort to such an oft-used cliché, it IS like playing a movie. (For more info on the original PC game, refer to the 'All About Wing Commander' box).

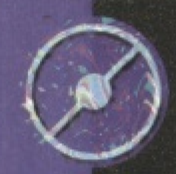
But there was a price to pay for all this excellence. Shifting complex ray-traced bitmapped images about the screen AND rotating and scaling them in real time takes a lot out of a computer. Unless you were fortunate enough or rich enough to own an above-par PC fitted with a substantial wedge of on-board memory PLUS a hard drive PLUS a soundboard PLUS Lord knows what else, the chances of getting the game to work at anything approaching its best were minimal.

CONVERSION DIVERSION

Naturally, then, when Mindscape announced that they were planning to convert the game onto the Amiga you could hear the PC fans laughing from here to Neptune. But it looks like the last laugh could well be on them, if these first EXCLUSIVE pictures from the Amiga conversion are anything to go by.

It's mainly the work of veteran coder Nick Pelling, with additional contributions from Justin Garvanovic. Nick's been around for quite a while, first hitting the computer games scene under the mysterious pseudonym 'Orlando' with the legendary Frak!, a classic platform romp on the BBC computer which starred a yoyo-wielding caveman (I kid you not) whose dying cry formed the game's title. More recently, his work has been limited, particularly on Amiga, though Audiogenic's Loopz and Firebird's 3D Pool may be familiar to some of you.

Not that Nick's been idle, though. "I haven't really done that much work on 16-bit," admits Nick, "but I have been doing a lot of experimenting. I've spent a lot of time exploring rotating 3D cubes and texture mapping and



all about wing commander...

WING COMMANDER: THE HISTORY

Wing Commander is the brainchild of Chris Roberts, a 24-year-old programmer who, although born in America, spent most of his formative years in Manchester. Around 1983 he had his first game published - Wizadore, a runny-jumpy arcade adventure - on the BBC computer. This was followed by Stryker's Run, another arcade adventure for the BBC.

Chris's first game for Origin was Times of Lore, an RPG on the Commodore 64, followed soon after by Bad Blood, an IBM PC RPG set in a post-apocalyptic wasteland. While putting the finishing touches on Bad Blood, Chris had the first ideas for a space battle game called, provisionally, Squadron.

Partially influenced by LucasFilm's Battlehawks 1942, Chris decided he wanted to render the 3D sequences using bit-mapped images instead of traditional polygons. The project underwent a name change to Wing Leader. With the aid of various Origin in-house staff, Chris added more and more ideas - the dynamic musical score, the character interaction, the plotting - until, after one more and final name change, he had the game we now know and love. In the Autumn of 1990 Wing Commander was launched upon an unsuspecting world. The rest, as they say, is history.

WING COMMANDER: THE STORY

Far into the future, mankind is fighting for its very survival. The Terran Confederation has finally encountered its first alien species - and they aren't friendly. The Kilrathi, a species of lionesque humanoids, have not taken kindly to the strange hairless beings who stand in the path of their ever-expanding Empire and bloody conflict ensues.

The Terran Empire's main means of defence are its huge Strike Carriers, each capable of carrying several squadrons of fighter- and escort-class craft and supporting the men and women who pilot them for months on end. Aboard the Strike Carrier Tiger's Claw is one pilot who, although he doesn't know it yet, could mean the difference between mankind's survival or its extinction...

WING COMMANDER: THE GAME

To call Wing Commander a 3D space war game is a bit like describing a Rembrandt masterpiece as a good painting. After Wing Commander spaceflight simulations are never going to be the same again. Gone are the bland polygon constructions typical of the genre. In their place are realistic ray-traced models, their surfaces festooned with authentic-looking markings and details.

In a steal from the movies, the musical accompaniment to the action chops and changes according to the player performance. At major dramatic moments (i.e. the destruction of an enemy cruiser or the death of the player's wingman) the viewpoint switches to an out-of-cockpit shot of the event at its most exciting.

Between missions, new plot developments are presented using beautifully-animated graphics. The player can do things aboard his mothership such as visit the pilots' bar and catch up on gossip or hone his dogfighting skills with the bar's video game. Animated briefings from the squads leader explain the next mission's objectives in full, followed by a question and answers session from the player and his computer-controlled buddies. Effectively, the player is the star in his own movie!

WING COMMANDER: THE TECH SPECS

To appreciate the complexity of converting Wing Commander onto the Amiga, you've got to know some of technical specifications of the PC version. So get a stiff drink and sit yourself down, because here goes with what Origin say you have to have to get the game to run 'efficiently' (as they call it):

C.P.U. SPEED: 16MHz 386 PC or faster.

ON-BOARD MEMORY: 2Mb.

NUMBER OF DISK: 5 x 720K 3.5" floppies (hard drive recommended).

HARD-DRIVE USAGE: At least 6Mb.



things like that." In fact, regular readers may remember seeing some of Nick's experimental work over two and a half years ago in Issue 15 of The One. That issue also included the first shots of Frak! 3D, a radical overhauling and updating of the Frak! legend for the 16-bit computers.

But more of that later. First, how did Nick get involved with the Wing Commander project? "Well," explains Nick, "I had a meeting with Mindscape last September at a computer trade show and talked to Phil Harrison [Mindscape's development boss] about a couple of things. Wing Commander came up and I basically said that I'd seen it and that I thought it was do-able on an Amiga but that I'd like to see the heart of the program before committing myself to it.

"Mindscape were very good and they got all the source code over [from Origin in America] and, as normal in this kind of project, Origin's programmers had done some very clever things and they'd done some stupid things, mixed it all together and got it out on their deadline. There was plenty of room for improvement."

As the more perceptive readers will have realised by now, the Amiga conversion of Wing Commander is not the sort of job you'd toss to the trainee programmer to earn his stripes with. Even experienced programmers would balk at tackling such a ambitious, technically-complicated conversion. What made it appealing to Nick? The challenge?

"Absolutely," confirms Nick. "I thought 'Well, I don't really think anyone else is going to try this.' That said, I gave the project a lot of thought before I actually decided I was going to do it and tried out a few things.

"I started by seeing if the lowest-level stuff was possible or not," explains Nick. "If the game was going to really





These demo graphics use the Amiga's 64-colour 'half-brite' mode. Although the final game's graphics won't be quite this good because it only uses a 16-colour palette, thanks to the use of 'cross hatching' they should look reasonably close.

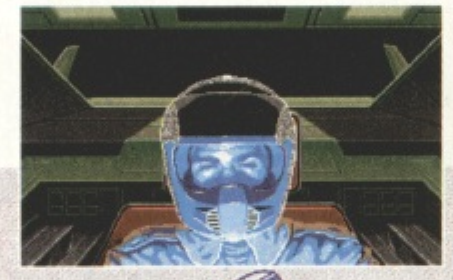
groan on normal people's Amigas there was no point carrying on. It's pointless doing something just for people with accelerator boards. It's got to be good on the A500 or you just don't bother. You can specify things for one meg - that's just about reasonable - although I really don't like it. I've spent quite a lot of time trying to get the game on a 512K machine but I just don't think it's going to go. It's going to have to be a one meg game."

THE NEED FOR SPEED

Of course, the big question is just how fast is Wing Commander going to run? As anyone who's seen Wing Commander on PC will confirm, you need a 12MHz 286 machine at the very least to get the game running at anything near a serviceable speed. Where does that leave the Amiga, which has a CPU running at just 7.16MHz? Nick's reply is surprising: "Obviously it's not going to be running like it was on 486 PC - not many things do! - but having said that I can still squeeze a lot out of the Amiga. It'll certainly keep match with a 20MHz 286."

An impressive claim, incredible even, but having seen the early Amiga rolling demo I can confirm that Nick's estimate DOES appear to be correct. And to save you the effort of turning to the front of the magazine, this IS July's issue of The One, not April's. I don't blame you for being sceptical - I would be too.

So how did Nick get the Amiga to perform at such speeds? "I did a lot of research into how the Amiga actually works," is Nick's simple reply. "Unless you really, really understand a machine there's no way you can expect to get the most out of it. That was an education. Basically I discovered that everything that everybody's written about how the Amiga works is wrong. Total rubbish! Nobody actually bothered trying certain things like getting the software and the blitter to work together to use every clock cycle efficiently. I know the Amiga absolutely backwards now and it can do things better than even I thought it was capable of."









If your ship gets destroyed in Wing Commander sadly your dignity isn't preserved by anything so discrete as a tiny little explosion and a 'Game Over' logo. Oh no. You're treated to this extensive death sequence followed by a cut-away to an external shot of your ship as it explodes into cascading fragments. We've spared you the last bit here...

an IBM PC primer...

486? 20MHz? What on Earth are they going on about? Let me explain, for all those people who don't know about PCs (and you don't want to either - they're nasty, unfriendly, grubby little things). Basically PCs come in a variety of 'flavours' boasting varying power and price.

At the lowest end (and we're talking around £700-800 even here) you can get a PC with an 80286 (or 286, for short) central-processing unit. Pay more and you can get a PC with a more powerful 80386 (386) CPU. Top of the range, at around £1500, are PCs fitted with an 80486 (or just 486) CPU. To put it simply, you get what you pay for.

So far, so simple. However, the waters are muddied somewhat by the fact that different machines are geared to work a different CPU 'speeds', measured in megaHertz (MHz). Thus a 20MHz PC will operate roughly two-and-a-half times faster than an 8MHz PC. Again, it's all down to how much you're willing to fork out.

Over in America, where the PC dominates the home computer market, powerful 386 and 486 machines are commonplace and these are the machines that Origin, the company that created WIng Commander, targets its games at. In comparison the Amiga, which is fitted with a MC68000 CPU running at a comparatively feeble 7.16MHz, is severely under-equipped for such games that require the processing power that only a 386/486 can deliver. Or is it? The Amiga still has a few tricks left up its metaphorical sleeve, as Nick Pelling is proving with his stunning conversion work on Wing Commander. Read the main feature to find out how he's doing it.

FRONT VIEW

BACK VIEW

Missile Rack

Landing Gear

Hornet

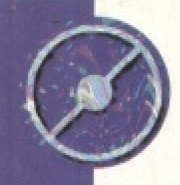
Class: Light Fighter
Length: 20 meters
Mass: 12.5 tonnes
Maximum Velocity: 420 kps
Cruise Velocity: 300 k
Acceleration: Good
Maximum Yaw: 8 dps
Maximum Pitch: 9 dps
Maximum Roll: 8 dps
Ship's Weapons: Laser Cannon (2), Dumb-Fire Missiles
Seeking Missile.
Ship's Armor: Fore Shield: 3 cm equivalent; Aft Shield:
equivalent. Front: 3 cm; Right: 3 cm; Left: 3 cm; R

Aerospace Engineering:













At dramatic moments in the action, the player's view switches to an 'out of cockpit' one to show the event at its best.

Presumably Nick's previous experimentation came in handy when developing Wing Commander's ray-traced model 3D routines? "The texture mapping I'd done was helpful in some respects because I'd had to engineer very low-level code to do things like this," confirms Nick, "but essentially it was unlike anything I'd done before. I had to start from scratch. There's one image of each ship at different rotations relative to the player and the scaling and the rotating is done on that image in real time. It's not a trivial task, let's put it that way!" (For more on how the 3D works, refer to the 'Build Your Own Spaceships!' box.)

As Nick discovered while exploring the original PC code, Origin's programmers had performed lots of little tricks to make the game run reasonably quickly on even the most modest PCs. "There's loads of calculations going on," explains Nick. "Like all the best things it's all kept invisible. Although the ships movement is called every cycle, things like intelligence are not. The program staggers things to keep the game running smoothly." Naturally these programming 'sleights of hand' have all helped keep the Amiga conversion running sweetly.

Like the original PC game, some of Wing Commander is being written in 'C'. "Bits of the game, the manky bits, I'm writing in 'C' but most of it is in assembler for the speed," explains Nick. "I'm doing bits on the PC and bits on the Amiga. The 'C' coding is done on the Amiga and a lot of the other routines were developed using SNASM on the PC. The biggest problem with doing a 'C' conversion is you don't know how ropey somebody else's code is."

PICKING THE PALETTE

Nick promises that everything in the PC version of the game will make its way over to the Amiga. The only big compromise has had to be in the number of colours on-screen - the game can only support 16. "Basically you don't have 256 colours on the Amiga," explains Nick, "and anyway using more than 16 colours slows things down beyond belief.

However, although that sounds limiting, things aren't quite as grim as they seem. Nick explains, "The internal format is a 64-colour palette which the program cross-hatches down to the best 16 colours. Imagine that inside your Amiga you had a fake screen and this screen had 64 colours. Then imagine that you had a process that could transform that screen into 16 colours. Basically you're using 16-colour dot patterns to represent each of the 64 colours. I'm still optimising the palette day by day to find out which is the best one for the game overall."

Although the 3D routines have had to be totally overhauled in the name of speed, most of the graphics (for the animated between-mission scenes and so forth) have been ported across almost directly from the PC. "Origin have given me what they can. Some of the graphics needed retouching but some were alright. What I'm doing at the moment is working on an interface so that the graphics can be retouched to Mindscape's satisfaction. They're very keen on quality of graphics and stuff like that.

"Anyway, we've converted what we can convert and have them running as Amiga animations - the running down the passageway, that kind of stuff. It'd be crazy to have that kind of thing as a sprite routine or a dual-playfield thing just for the sake of it." That said, Nick does anticipate 'Amiga-ising' some aspects of the game: "If there's time I'll put things in like the pilot's joystick hand as a sprite and the sight as a sprite just so that it all adds to speed up the process."

Another in the long list of amazing things about the Amiga conversion of Wing Commander is that it may well boast a feature that even the original PC didn't have: speech. Nick's keen to do it but is still unsure whether he'll have the time or the space. "It's very touch and go at the moment," he comments. One thing's definite, though; the game will feature the 'interactive' soundtrack. "I've ported all the music data across and I spoke to a musician at Mindscape yesterday and he's trying to get it into some form he can understand," adds Nick.



These early graphics are from a demo knocked together for this summer's Consumer Electronics Show in Chicago. Nick's routines draw the graphics in 64 colours although the screen actually displays just 16. By means of stippling (patterns of pixels) Nick can 'shade' the graphics to simulate the other 48 colours.

THE BIG DISK RISK

Considering that PC Wing Commander is roughly 6Mb big even with all the files highly compacted, you'd be forgiven for thinking that the game will



build your own spaceships..

The spaceships in Wing Commander are all stored in the Amiga's memory as a set of thirty-seven views at various rotations. Each view is roughly 80 x 80 pixels in size, corresponding to the spaceship at approximately mid-range, although the precise sizing varies depending on the dimensions of the individual spaceship in question. The program then uses these views as the basis for redrawing the spaceship at the required size and rotation. This is the reason for the Sega coin-opish 'blocky' look of the graphics when the spaceships do a close pass - each pixel of the original view has been drastically enlarged.

As Nick Pelling describes it, the route from paper-based design to actual workable graphics was torturous, to say the least: "Back at the beginning of time, when work began on Wing Commander on the PC, there weren't many reasonably-priced ray-tracing packages for the PC, so the spaceships were originally rendered on an Amiga in HAM mode [which permits 4096 on-screen colours]. They were then ported across to a PC and converted to MCGA 256-colour graphics. The program then works out the angle you're viewing the ship at and displays the correct one."

As you might guess, all this jiggery-pokery has had an inevitable negative effect on the quality of the graphics, especially after they've been ported back over from the PC onto the Amiga for the conversion. "The spaceships look a bit ropey at the moment," laments Nick. "What's happening is because they were originally drawn on the Amiga, ported across to the PC, compressed by 20%, then touched up by hand and then converted back to this 64-colour mode on the Amiga, there's basically been too many processes in the middle. You lose image fidelity all the way down the line. I've asked Origin for the original ray-traced ships so that we can convert them directly to the 64-colour mode from the original data."

be another of those twelve disk, endless-swapping affairs so familiar of PC-to-Amiga conversions from the States. Not so, according to Nick. "At the moment it looks like being on two disks because we're using a high-density disk format I've developed; it gives something like one and a half meg of data on a conventional Amiga disk and that's before any data compression. All the graphics are in my own data format which is highly efficient for this sort of thing."

So why do some many conversions from PC tend to be so painful on the Amiga? Sheer laziness? "American programmers have a funny way of working," explains Nick. "They tend to develop things for hard disk and the actual location of data files isn't so important to them."

THE FUTURE TODAY?

Although Wing Commander is just three months away from completion, it would have been finished a lot earlier but for the tragic fact that last October Nick was struck down by a near-fatal brain disease, Viro Encephalitis, which dramatically drains the sufferer's energy and stamina. For about a week Nick was effectively paralysed. Very little is known about the disease or how to cure it - the best the doctors can do is make the patient is as comfortable as possible and hope that he or she pulls through. Thankfully, Nick was one of the lucky ones, although its only recently that he's recovered enough to work at anything like normal and he estimates it'll still be a good year before he's working at the same intensity as he was before the illness.

Nick has good things to say about Mindscape, who were very supportive during his illness. "Mindscape held the project for me," explains Nick. "I couldn't have complained if they'd taken it off me because they had somebody else to do it. But I don't think that there's that many people who'd want to try. Most Amiga programmers seem happiest with platforms and copper lists!"

Now that the project's pulling together, what's been the reaction of those people who've seen it? "Origin were kind of amazed by the whole thing," says Nick. "They weren't really expecting it. It wasn't the kind of thing they thought could be converted at all. The people at Mindscape are very enthusiastic about this project. It was a risk for them because if it hadn't looked alright then they would have had to have scrapped it. But they're really happy with the way it's turned out and that's great."

From what he says, Nick seems (understandably) proud of his achievements so far. "I'll be proud of it when it's finished!" he replies. "I think it'll look really nice. Nobody does this kind of stuff really, do they?"

NICK'S BACKBURNER

But what of the future? It's likely that the two Secret Missions data disks will be converted onto Amiga. And then? "I'd like to do Wing Commander 2 but I really don't see how you can do it on floppy," sighs Nick. "It's just unmanageable. It's a huge, huge program."

And what of Frak! 3D? Will it ever see the light of day? And what of any other projects in Nick's backburner? "You don't the half of what's on my backburner!" laughs Nick. "There are loads of things in lots of different areas, things I've been doing for years. All of them are really, really nice and really, really interesting. None of them you'd believe, let me put it that way."

Having seen Wing Commander, I think I could.

In the briefing room, details of the next mission's requirements are explained to the player and the computer-controlled pilots by the squadron leader. The animations and cutting between characters lends a 'cinematic' air to the proceedings, reminiscent of the pre-Death Star attack briefing in the film Star Wars.



An example of the 3D texture-mapping that Nick's been experimenting with as reported in December 1989's issue of The One. Although some of the principles and techniques used here were useful when writing Wing Commander, Nick essentially had to do everything from scratch.



Conversations are depicted with wonderfully-animated faces. The mouths move correctly according to the words printed at the bottom of the screen, as if the character were actually saying them, and the character's expression changes to emphasise what's being said. Amazingly, there's a good chance that some actual digitised speech will make its way into the game!

PROJECT: Wing Commander
PUBLISHER: Mindscape/Origin
DEVELOPER: Amiga Conversion Work - Nick Pelling, Justin Garvanovic (Programming)
INITIATED: September 1991
RELEASE: September 1992

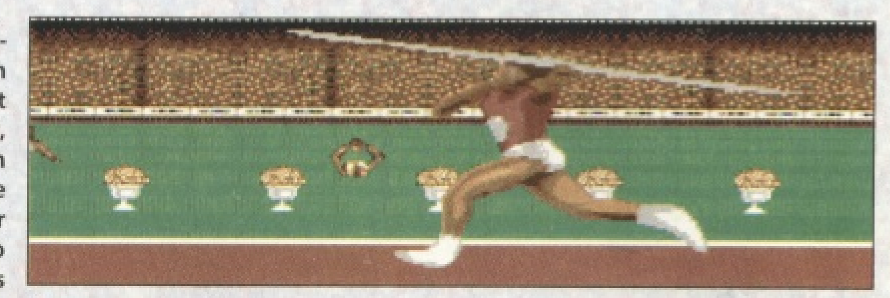
THE CARL

Hot favourite in this summer's Olympic Tie-In Hurdles is this sporty little number from Psygnosis. David Upchurch chats to the game's developers Teque London during training.

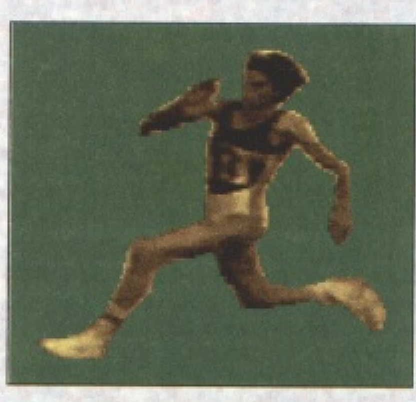
It all sounds so easy, doesn't it? Learn a bit of machine code, boot up your Amiga, tip-tap away at the keyboard for eight or ten months and - Voilá! - one hit game. All you have to do now is sit back and wait for the royalty cheques to come flooding in. But the path from concept to software shelf isn't always smooth. Take The Carl Lewis Challenge from Psygnosis, for example. It didn't used to have anything to do with Mr Lewis at all. Or Psygnosis, for that matter. Tony Love, one of the game's three programmers, explains:

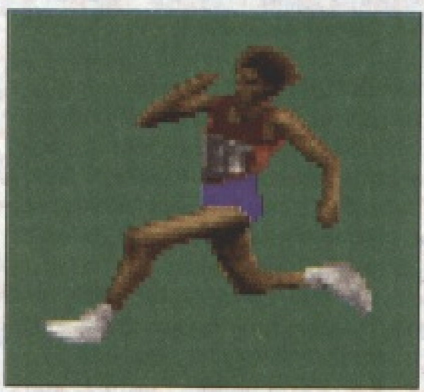
"Way back in the mists of time, Dean [Lester, Teque's boss] approached Mirrorsoft and asked them if they wanted an athletics game, what with the Olympics coming up. They said 'Yes, that's a brilliant idea' and so we started work on this Olympics game for them. We got quite a way into that but then a, er, certain 'fat man' took an early bath and that was the end of that. We looked around for another publisher and Psygnosis came along. And so the project grew from the Olympics to The Carl Lewis Challenge.

"There are three ways of playing the game," continues Tony. "You can play it management only, arcade only or both together for the full simulation. If you want to do really good at the game you have to play the management section and learn how to train your athletes before going on to play the arcade section yourself."

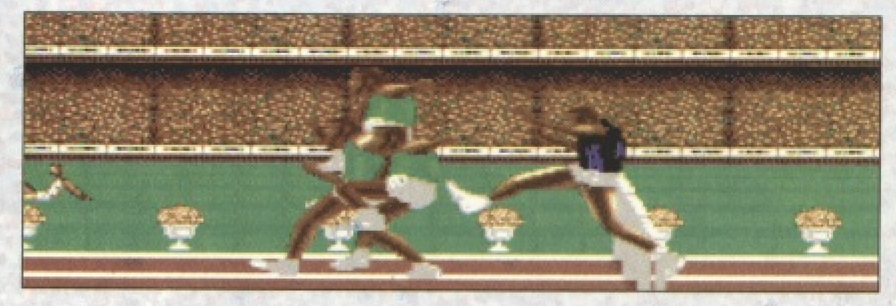


Although most of the game is finished now, Pete wants to spend the remaining few weeks before the deadline arrives tweaking and polishing several aspects of the game. All the background graphics are likely to be redone for a start and Pete also wants to take advantage of the Amiga's full 32-colour palette. As it stands only 16 colours are used at the moment, although the use of raster-splitting on the name and score panels above and below the main game window gives the impression of 24.





The digitised footage was ported into Deluxe Paint on a PC where Tony Hager cut away the background garbage to leave the figure (top). This figure was then used as the basis for the fully-coloured animation frame (bottom). Adds Tony: "Ideally we would've videoed the sports people using top-quality equipment and a high-speed camera but obviously we didn't have those sort of facilities. Basically we used our camcorder to record the action, which can cause problems. In some cases you'll lose a leg or something because it's merged into the background so it has to be retouched in an art package and the missing limb added by hand."



Up to four people can play The Carl Lewis Challenge at the same time. For events like the hurdles (shown here) or the 100 metres, players don't compete at the same time but race individually against computer-controlled players that behave according to the statistics of the other players' athletes. Each player's individual performance is recorded and after all haven taken part the race is replayed using these recordings so that the players can sit back and watch themselves racing against each other.

Teque are very proud of the management section. It's highly realistic, mainly thanks to Olympic medal-winning javelinist Fatima Whitbread who acted as advisor on this part of the project. According to Tony Fatima's played the finished management section and she's very impressed with it. However, it's the arcade section of the game that's the most innovative.

There are five events to compete in: the 100 metres, the 100 metres hurdles, the javelin, the long jump and the high jump. As you might have suspected, it's a joystick waggler; to build the athletes speed up the player has to rattle the joystick from side to side. The jumps and throws required by some events are effected by carefully-timed taps of the FIRE button. Sport games like this date back years to around the mid-80s, when Konami brought out a whole series of arcade coin-ops based around manic waggling.

Tony makes no apologies for the game's obvious inspirations: "We've all played those games. It's part of qualifying for a job like this - it's got to be on your CV that you've played Konami's Track & Field or Ocean's Daley Thompson's Decathlon otherwise you don't get the job. We were mainly inspired by Hyper Sports, Konami's original button basher. It was such a good game and this is where part of the game structure came from. I know the genre's become a bit jaded but I think we've found a new angle on it with the digitised graphics; they're the key thing about this project."

All of the game's graphics are based on digitised footage of real athletes going through their paces. It's the same way that the graphics for Domark's recent coin-op conversion Pit-Fighter were achieved which, as it 'appens, was also programmed by Teque London! Another inspiration?

"Oh yes, most definitely," agrees Tony. "I think that happens with every project you do - a bit of it goes into the next one. We did a lot of work experimenting with the digitising. Originally we videoed Pete running around the car park and used that footage for the demo that we showed to Psygnosis to show them what the game was going to look like - though obviously not with Pete in it!

"All the graphics - the runners, the officials and trackside objects - are digitised and retouched. Things like the hurdles and the high-jump mattress are filled polygons plotted in 3D so that they scroll past correctly. It all works quite nicely.

"The real aim of the digitisation wasn't so much to have an exact digitised copy of what was going on but to use it as a basis to retouch it so that the animation is exactly perfect. When you see the game you're not meant to be looking at it and thinking 'Gosh, I'm looking at a TV' - it's clearly a video game but the animation is perfect."

One of the biggest tasks was actually getting the correct footage for the various events. "We visited a local athletics event and did some filming down there," says Tony. "I also went to Birmingham to the national sports stadium where they had some big

LEWIS CHALLENGE



Each athlete's performance is based on four statistics: agility, speed, strength and stamina. These can be improved during the management section of the game by training in the weeks leading up to the competition. Good stats are essential: in the 100 metres you can waggle until you're blue in the face but if you've got a low speed rating you'll get nowhere.

international sports meeting going on. I had a trackside pass so I could go down to film the athletes."

Although the use of digitised footage adds a great deal of realism to the game, the technique does have drawbacks. "The main problem is that we're using digitised footage of real people doing real events," explains Tony. "We can only make them do what we've filmed them doing. So, for example, when you press the FIRE button to go into the throw then they go into the throw. You can't actually affect what happens after that. You can't stop the throw or start the throw earlier - you've got to stay to the fixed sequence. We've had to build the game's logic around our filmed sequences. As it's turned out it actually works quite well."

The coding chores are handled between Tony on the Archimedes, Pete Jefferies on the Amiga and ST and John Jarvis on the PC. Because all the versions are being developed concurrently, each programmer gives something of his project to the other two and vice versa. The resulting game is essentially an amalgam of everyone's individual work.

With such large graphics the main problem on the Amiga has been "The game runs in a frame [i.e. the screen updates at a very fast fifty screen times per second] and the main runner, who you control, is animating in that frame while the other runners are animated every two frames. So, basically the player you're controlling runs really smooth while the other players update less smoothly."

The foreground and background trackside objects all scroll past in parallax. "There's not actually a fixed number of layers of parallax," states Tony. "Wherever an object is placed it's scrolled at the correct speed to look good. The game window is 104 pixels high so I guess you've effectively got over 100 layers of parallax!" Whatever, the end result is visually very pleasing.

"The Carl Lewis Challenge is a really nice game to play," concludes Tony. "It's got everything - an arcade element, a management element. There's a lot of depth to it. It's got something for everybody. If you just want to get in there and smash your joystick up by waggling it like crazy you can do that but if you want to win using brainpower then you can do that as well." With any luck we'll be giving the game a thorough pre-race medical next month, so stay in lane.

CARL LEWIS? WHO HE?

Who he!? Why, only the fastest man ever to run on God's good Earth! Bit of a top man, is our Carl. In the 1984 Los Angeles Olympics he won four (count 'em) Gold Medals for the 100 metres, the 200 metres, the long jump and the 4 x 100 metres relay and, in the process, achieved new World Records in both the long jump and the relay. Then, in the 1988 Seoul Olympics Carl did it again, winning a Gold for the 100 metres as well as smashing the World Record with a time of 9.92 seconds.

A fine figure of a man, indeed, and a good choice for Psygnosis's first ever licence deal. However, it's only recently that Psygnosis finalised the licensing agreement and, obviously, having such a big-name endorsement requires some radical overhauling of the in-game graphics. "Essentially what we're going to do is change the face slightly of the player's character in the 100m, the hurdles and the long jump to make it look a bit more like Carl Lewis is doing them," explains Tony. "Then, for the high jump and javelin, you'll see that there's actually a woman doing those events - who's obviously not Carl Lewis, at least not as we know him! It might be his sister or something - Jane Lewis in 'The Jane Lewis Challenge'!"

PROJECT: THE CARL LEWIS CHALLENGE
PUBLISHER: PSYGNOSIS
DEVELOPERS: Teque London
Dean Lester (Concept)
Peter Jefferies, Tony Love, John Jarvis (Programming)
Tony Hager (Graphics)
Matt Furniss (Sound)
INITIATED: October 1991
RELEASE: July 1992



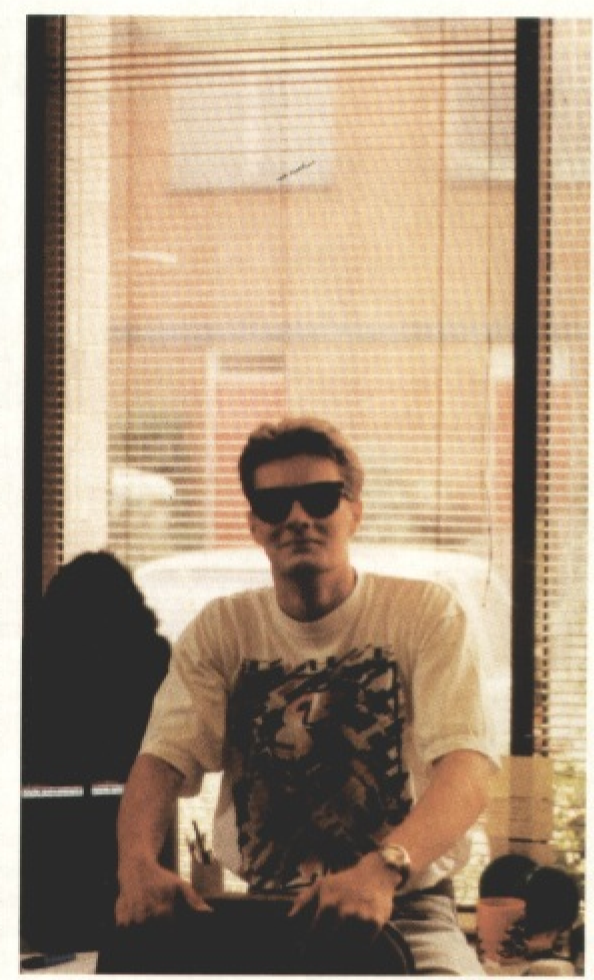
Tony Love (back) and Tony Hager discuss the merits of digitisation.



Pete Jefferies, Amiga programmer.



John Jarvis, PC programmer.



The man who made

A quick lesson in the console market for you: Electronic Arts is widely recognised to be THE biggest publisher of Megadrive cartridges in the world, to the extent of which it practically "owns" the entire market. With the American giant pumping more and more of its resources into its increasingly-lucrative Sega operation, it can come as no surprise that some of its best titles are now appearing on this format first. Names like EA Hockey, Road Rash and Desert Strike are unlikely to mean much to the average Amiga man in the street, but to any Megadrive owner they're household words as some of the best titles the machine has seen.

Amiga owners might find it somewhat depressing to learn that one of the largest publishers for their machine seems to be paying more attention to the console side of things, but EA's taken steps to ensure that this won't be the case. It's recently laid the foundations for its own in-house programming team in its Langley offices, the primary job of which is to convert the pick of the company's Megadrive crop to the Amiga. The first game to get such treatment, John Madden American Football (one of the most successful console titles EA has had), is currently riding high in the top ten, and there are plans for more.

Currently the "team" consists of just two people, led by ex-student Gary Roberts - the man behind the conversion of Madden and now responsible for converting the super-selling Gulf War blaster Desert Strike. Gaz took time out from his busy schedule to chat to us...

How did you get started programming? Any particular games that influenced you?
I started out writing little games on my BBC Micro a few years back, then went to take a Computer Science course at college - which I nearly got kicked out of, because I wrote an on-line Dungeons'n'Dragons type game that clogged up the main computer because everyone was playing it at the same time! After that I went on to do some serious programming work at IBM. but it was the games side of things that I was always more interested in. So I sent my work out to publishers like Ocean and Electronic Arts, had a few interviews... and now here I am.

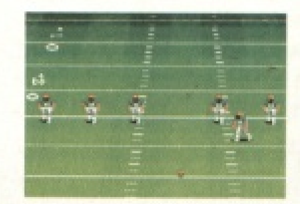
How do things work at EA? Do you pitch for projects, or are you simply given work to do?
Well, Madden was happening just after I started working there, so it was just a case of them saying to me "here's a football game, do it", and I did it. But for this new project I was given the choice of three - EA Hockey, Road Rash or Desert Strike, and I chose to do Desert Strike.

Why did you choose that one?
I'd seen all three games, and I just like Desert Strike the best. It's got all sorts of possibilities for the Amiga - I know that it can be made better. And don't forget it's the biggest-selling Sega title that EA's ever had.

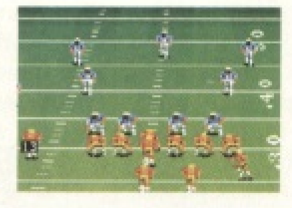
Do you find it easier if you're doing a conversion, to be working from a game you like in the first place?
Yeah, that's sort of what happened with John Madden. I joined EA and was told to do this football game, so I sat down and played it first and really enjoyed it. I didn't know the sport at all before I started on Madden, and now I'm really into it - I'll go and watch the London Monarchs when they're playing - so it was that game that really got me into the sport.

Having worked with both, how do you rate the Megadrive against the Amiga?
Technically the Sega's got better sprite and screen-handling hardware, but I haven't been too impressed by the sound at all. The Amiga's a bit more of a flexible machine for doing different types of games other than the Sega's arcade shoot'em-ups and platform games. One of the hassles of converting from Megadrive to Amiga, which we're experiencing with Desert Strike at the moment, is keeping up the frame rate and coming up with good scroll routines so that it feels and plays the same. There are all sorts of tricks you can do. Amiga Madden, for example, only runs at about half the frame rate of the Megadrive version, but the code's been re-written so that it still takes the same time for a sprite to run from A to B.

What do you set out to do when converting a game? Just a straight copy, or a more enhanced version like John Madden?
Well for Madden I didn't want to do a straight conversion, I'd rather alter things as I went along. That's why the Amiga version has all the new







With John Madden proving to be a surprising chart success and now Desert Strike on the way for Christmas, we could well be seeing an avalanche of EA's Megadrive titles making their way onto the Amiga - not a shabby proposition at all. Possibilities for future conversion include EA Hockey (written by the same team, it's the pseudo-sequel to Madden), super-violent bike sim Road Rash and maybe even John Madden 92, the official follow-up. Flick over to the News pages for further details...





One of Gary Roberts' finest, yet least-known creations, is a very nifty Public Domain game by the name of Tanx. Responsible for many a lost hour in the old ACE office, it's a simple game where too Tanks fire shells at each other until one gets blown up - it was inspired by a similar game Gary used to play in his BBC days. Today it's widely available on the PD circuit as part of various game compilations, and we'd strongly advise you and a mate (it's two-player only) to check it out if you can.

Madden

As the first member of Electronic Arts' brand new in-house development team, Gary Roberts is the man responsible for bringing the company's top Megadrive games to the Amiga. After a debut Number One with John Madden American Football, he's now busy converting the block-busting Desert Strike in time for Christmas. Gary Whitta caught up with him for a bit of a natter...

front-end stuff, which was my own idea. Also, the sequel (John Madden 92) was being done at the same time, so we were able to "borrow" some of the ideas from that, like the different pitch types and so on.

What kind of things are you hoping to do with Desert Strike?
Well, there's not much you can do with the game-play, because it's so good already. But we're going to be doing a lot with the graphics, beefing them up to 32 colours, and also the sound.

What kind of guidelines do EA set? Are you told not to fool around with the design too much?
Basically I'm given the freedom to do whatever I want, within reason.

Apart from the game itself, what kind of material are you given to work from?
As well as the finished game cartridge, we're given all the source code for the game, along with the graphics and sound files. And we can also get in contact with the game's original authors, who can be very helpful with problems.

Are you happy at the moment just to do conversions?
At the moment I am, yeah, but I don't want to be doing it all my life. We've got an original project that I'm going to be doing after Desert Strike for next year. But that's very secret so I can't say anything about that at all.

ATTENTION READERS!

Every month in The One On One we interview a top company or personality in the Amiga games scene - we've already featured Team 17 and now top EA coder Gary Roberts - but hey, we don't always know who YOU want to see put under the grill. So, drop us a line at The One (On One), Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, telling us which people or companies you'd like to see interviewed, along with any particular questions you'd like to pose them. Over the coming months we'll be spotlighting the most popular choices, along with some of our own. So get scribbling so that we can get grilling!

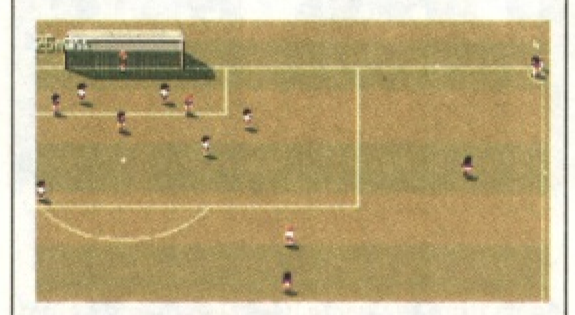
THE ULTIMATE

THE GAMES, THE RULES



PROJECT-X

Each contestant to play one game, and when's all said and done, the points are awarded as such. The player with the highest score gets five points, second place gets three, third place is awarded one point and last place gets zero.



SENSIBLE SOCCER

With four players, this round works in semi-final and final stages, with semi-final opponents selected by a random draw. The ultimate winner is awarded five points, the losing finalist is awarded three. There is a third-place play-off for the losing semi-finalists. The play-off winner earns a point, and the loser gets nowt.



JAGUAR XJ220

Like Sensible Soccer, a random draw determines the opponents for the semi-finals which involve a two-player race over the first track. The first to finish the race, regardless of anything else, is the winner. The two semi-final winners play in the final over the same track, with the same points and play-off rules as Sensible Soccer applying.

Since the dawn of time, man has reached for the pinnacle of athletic excellence. And never has such grace, such power, such sporting gallantry been displayed than on Wednesday the 3rd of June 1992 when, somewhere in London, four gaming titans crossed joysticks to decide, once and for all, who was the Amiga's Master of the Universe.

The quartet who every month perform the ker-razy task of producing The One - that's Jim Douglas (Editor), David Upchurch (Deputy Editor), Gary Whitta (Staff Writer) and Jim Willis (Art Editor) - were the four contestants in a competition played over three rounds. The objective, to find a gaming champion good enough to put up against the very best challengers that our army of readers could offer. So without further ado...

LET BATTLE COMMENCE!

ROUND ONE: PROJECT-X



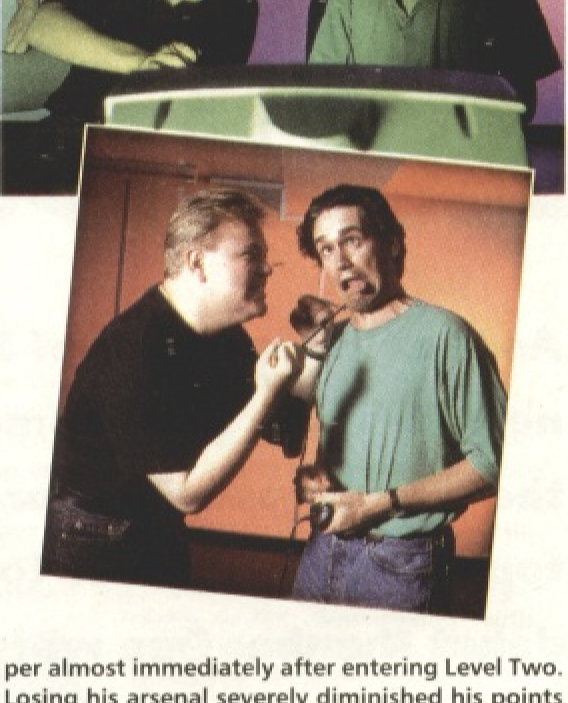
And so we begin. After a quick tossing session (with coins), it was decided amid much whingeing that the boy Willis would step up first. And what a pitiful performance! Willis' technique in the main event proved disastrous, losing him two lives in quick succession. From then on things could only get worse. Some hopeless mistakes combined with the game's ferocious difficulty resulted in Willis's GAME OVER message flashing up with a measly 7600 points on the board.

Next up was Upchurch, flexing his digits and trumpeting confidently. He went on to put in a fine performance, notching up an impressive 1200 with just his first life. Unfortunately, he committed the cardinal sin of losing his extra weapons on Level Two and never really recovered from the pasting he received. Final score, a not-bad-at-all 13400.

Much was expected of Whitta, who raced through Level One, only hitting trouble midway through Level Two. Never much good against those silvery mushrooms, Whitta bit the dust twice in the same section, then progressed some more, only to be vanquished by the end-of-level guardian. Final score, a shining 24800. But could Douglas topple it?

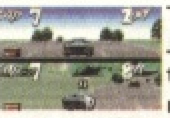
Knowing what he had to do, Douglas steered effortlessly through Level One, but came a cropper almost immediately after entering Level Two. Losing his arsenal severely diminished his points potential, and finally had to settle for a pleasing, if not round-winning 16300.





WINNER: GARY WHITTA (5 POINTS)
2ND: JIM DOUGLAS (3 POINTS)
3TH: DAVID UPCHURCH (1 POINT)
4RD: JIM WILLIS (0 POINTS)

ROUND TWO: JAGUAR XJ220



The semi-final draw pitted the two Jims together, leaving Gaz & Dave to battle it out. In the Jim-V-Jim race, Douglas looked like he might well sew it up early, but then Willis came back with a sterling bit of steering. The entire second half of the race was spent with the two bashing into each other like some high-tech chariot race. Finally, it was Douglas' aggressiveness and good looks that won through, a final shove pushing

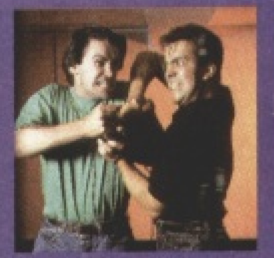


E CHALLENGE!



This month sees the start of a new feature - The One Challenge. Every month, we'll be inviting a reader to go head-to-head with a member of The One team in a no-holds-barred games challenge. But before we could go ahead with such an impressive venture, we first had to decide who was our most worthy champion...







THE CONTESTANTS

JIM DOUGLAS

Svelte Jim, 22, reckons himself as a bit of a top gamesplaying boy, and well he should be after so many years of gaming, first as an amateur plebe with his BBC Micro at home, then in the service of such fine periodicals as C&VG, Sinclair User, ACE and now The One. "I just feel proud to be here," said Jim at the weigh-in. "I just want to do my best, and the Good Lord willing, things will work out."

DAVID UPCHURCH B.Sc (Hons)

The burly 26 year-old brainbox claims he has a very special advantage in this challenge, being the only one to boast a University Degree in Astrophysics! His gaming career began in 1980 with an Atari VCS. Since then he's "progressed" through a Spectrum, C64, Atari ST and now an Amiga. His gaming credentials are chilling, being the only person in the office to complete Rainbow Islands and see the full ending without a cheat.

GARY WHITTA

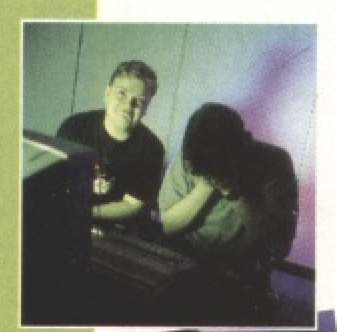
At only 19, Gazza is by far the youngest contestant, but arguably packs more gaming experience than anyone. Starting in 1978 with a Binatone console, Whitta raced an Atari VCS, Spectrum, C64 and now an Amiga. The proverbial cockney barrow-boy come good is a listed international expert in Kick Off, Lotus and Paradroid. Now that he's reached this zenith of gaming excellence, Gary says "they won't know what's hit 'em. I'll pick up the joystick and next thing they know, they'll be waking up with a crowd around 'em."

JIM WILLIS

Typical for a map with a college "education", Jim Willis may have an astoundingly slovenly attitude to work, but when it comes to wielding a joystick, he's no nancy-boy. A real master at the Macintosh classic Crystal Quest among many others, the 26-year old lad from Frodsham certainly knows his way around most Amiga classics, even though his experience may be shorter than the other contestants.







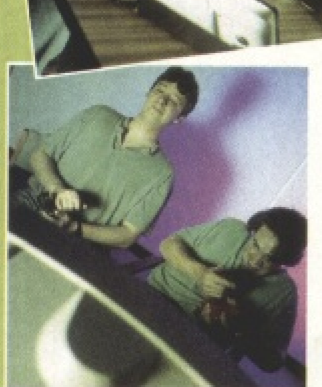
Willis into a roadsign and leaving the Ed clear to romp to victory.

With Gaz'n'Dave, things were equally taut. There was nothing between them in the first few laps, with Dave maintaining a minuscule lead throughout, although a serious pile-up in the latter stages allowed Whitta to scream ahead. A good recovery just about restored Upchurch's chances of victory, but even though he gunned on the final lap, Whitta took the flag easily.

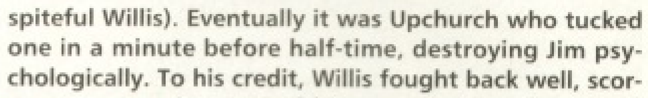
So, Whitta meets Douglas in the final. Again, hardly anything to separate them for much of the race, until Whitta got hopelessly caught in the pack on an S-bend and wasted valuable seconds. Douglas reaped the dividend, roaring through the final laps and leaving Whitta with no chance as he tore across the finish line a full fifteen seconds ahead.

The play-off was a bit of a non-starter. Willis barely made it around the course in time, and Upchurch failed to qualify altogether in a pair of miserable performances. In the end, Willis won - if you can call it that.

WINNER: JIM DOUGLAS (5 POINTS)
2ND: GARY WHITTA (3 POINTS)
3RD: JIM WILLIS (1 POINT)
4TH: DAVID UPCHURCH (0 POINTS)



ROUND THREE: SENSIBLE SOCCER



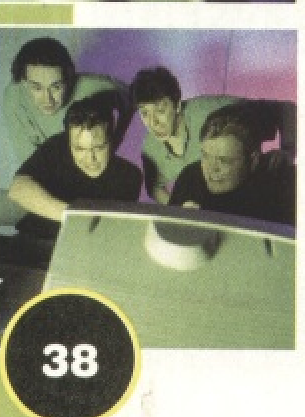
So, onto the final and ultimate challenge. With Willis and Upchurch languishing well behind, they knew they had to pull something a bit special out of the bag here and then the two losers were drawn against each other in the first semi-final! Being paired against Douglas delighted the youngster - capitalising on Douglas's inexperience, he hammered home three in the first half, and another two after half-time. The dumbfounded Douglas would have to settle for the third-place play-off. Final score, 5-0.

The Wills/Upchurch match was a suspenseful affair, with several goalmouth incidents and no less than three bookings (two for the spiteful Willis). Eventually it was Upchurch who tucked one in a minute before half-time, destroying Jim psychologically. To his credit, Willis fought back well, scoring one of his own, But Upchurch just laughed and thundered another two into the net. Final score, 3-1.



So, to the Upchurch/Whitta final. And what a game! Three goals in the first ten minutes put Whitta 2-1 up early on. Unfortunately he then got a little over-cautious, bringing Upchurch down near the goal and conceding a penalty that Dave knocked in with breathless ease. Into the second half at 2-2, and Whitta decided he was having no more of it. A thundering













push forward resulted in two goals in quick succession, which Upchurch countered with a lucky strike of his own. Finally, just before the whistle, Gaz sealed it with a fine header. Final score: 5-2.

The third-place play-off was a bit of a scruffy mess, with the vindictive hatchet-man Willis against the frustrated Douglas. By the end of three minutes, the game has deteriorated into more of a streetfight than a football match, with three sendings-off and two bookings. In-between the brawling Willis managed to slot in a lucky goal, securing him third place.

WINNER: GARY WHITTA (5 POINTS)
2ND: DAVID UPCHURCH (3 POINTS)
3RD: JIM WILLIS (1 POINT)
4TH: JIM DOUGLAS (0 POINTS)

THE FINAL SCORES

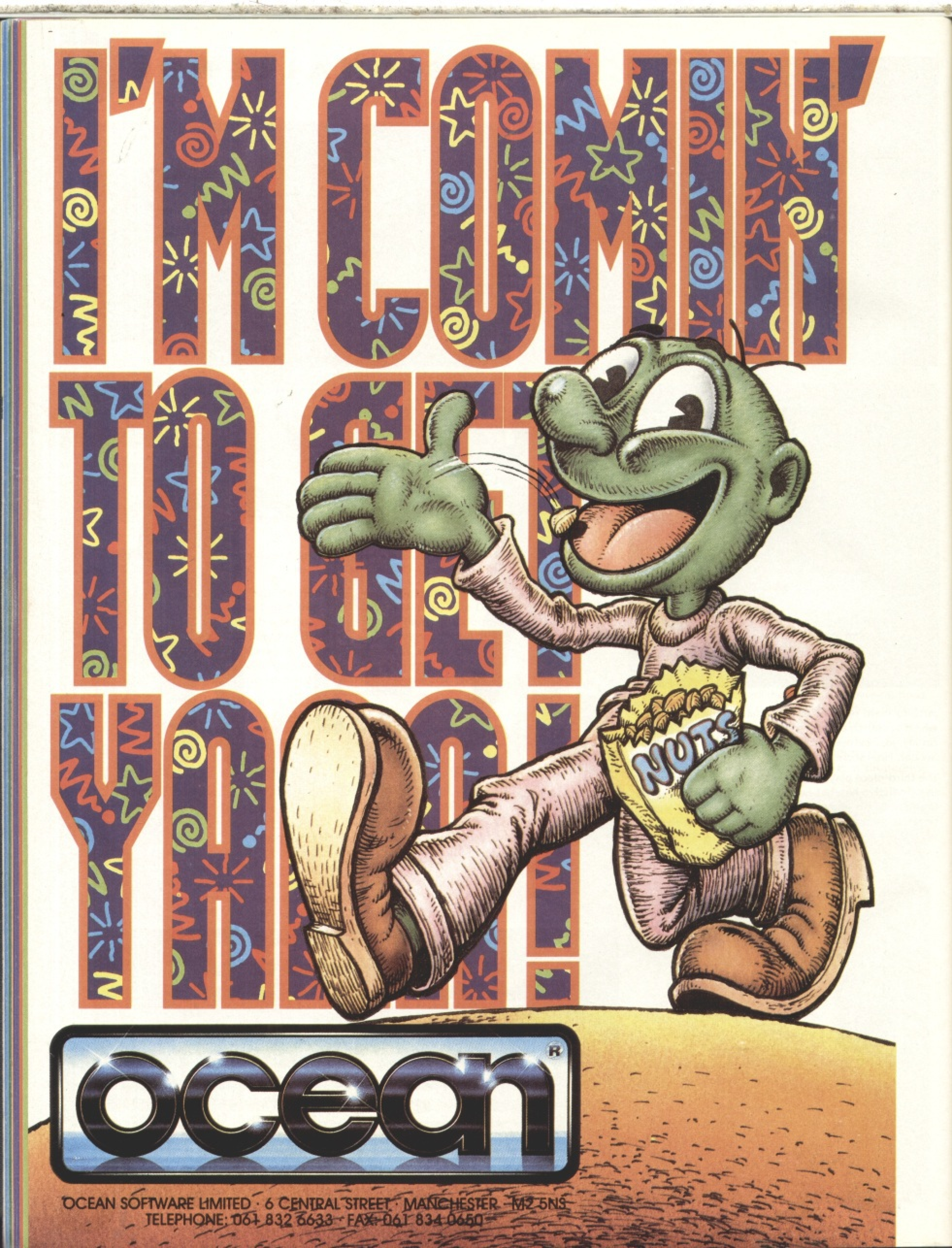
GARY WHITTA - 13 POINTS
JIM DOUGLAS - 9 POINTS
DAVID UPCHURCH - 4 POINTS
JIM WILLIS - 2 POINTS

So, Gary Whitta is proclaimed the ultimate victor, with a fine total of 13 points. Douglas' effort, it has to be said, was excellent, but we have to say that Upchurch and Willis might as well not have turned up. While leaving amid a mass of rotten fruit-throwing, they were heard to say "there's always next year!" What, to get beaten again?



NOW IT'S YOUR TURN!

Now we have a The One Champion, we throw him open to YOU. Yes, YOU! This is your chance to topple Whitta, smug little git that he is, and we know there's enough talent out there to give him a proper trouncing. So come on, throw down the gauntlet! Name the game, and Whitta'll take you on. Not only will you get to sort him out, but you'll also meet The One team, see the offices, get a load of free software (if you win), and generally have a spiffing time. And of course the challenge will be chronicled in the following issue of The One, so win or lose, you're destined for international stardom. Send your challenges to I SAY WHITTA'S A SOFT TOUCH, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Tell us your name, age, address, phone number and challenge game and also tell us, in no more than 50 words, why you think you'd be a worthy challenger. This is your chance for glory. Take it now!


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REVIEWS

July 1992

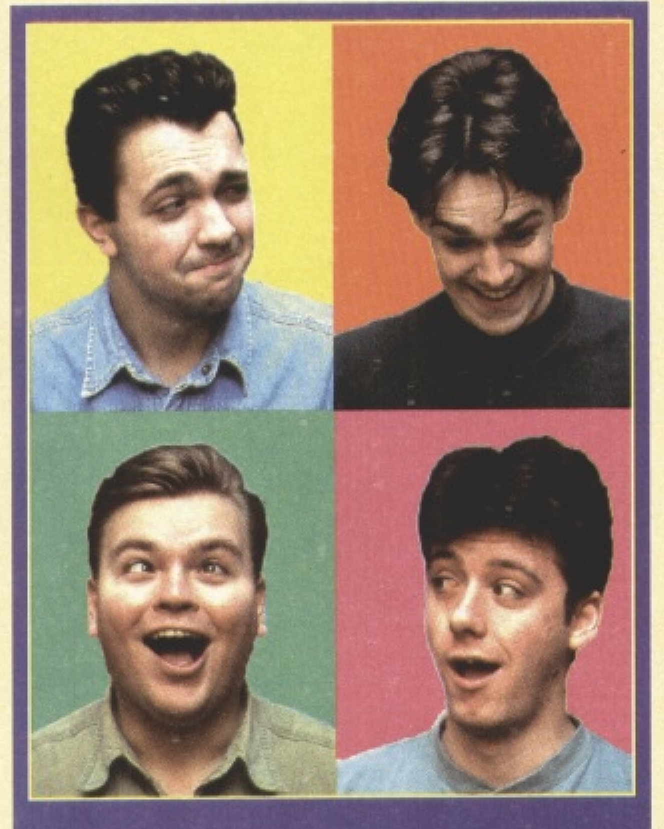
THE SCORES

All elements of our games are rated out of a possible maximum score of a hundred. But what do the scores actually mean?

0-25	Rubbish. Offensively low quality.
26-49	Below average. Not acceptable by today's standards.
50-60	Above average. But still plenty of room for improvement.
61-70	Fair to good. Lots of nice points, but in no way perfect.
70-80	Pretty smart. Above accepted standards.
81-90	Extremely good. Top notch impressiveness.
90+	Simply excellent. Breathtaking.

THE OVERALL SCORE

Obviously, at the end of the day, when all is said and done, the Overall figure is the best gauge as to whether the game is any good or not. While representative of the elements, it is not an average of the other scores. That's why it isn't called THE AVERAGE.



JIM DOUGLAS
What a razor's-edge existence the one they call Jim has been living this month. Not only has he been pounding out hundreds of miles down rain soaked motorways on his new motorcycle, not only has he been reviewing all the latest crotch-searingly exciting software releases, but he's instantly elevated himself to the very top of the A-list of hard-bitten rebel geezers by learning shorthand. But don't be too frightened. He's a softie at heart.

DAVID UPCHURCH
Dave has had an equally pulse-quickening month living on the limit. On the very same day that he had his adrenal glands run dry while reviewing Starush, his lovely lady took him (as a special treat) for a white-knuckle rally stage/demolition derby through the streets of East London. "It was the most enjoyable experience of my life," confided Dave, "and I certainly hope that Allison will be taking me out in the car a lot more frequently."

GARY WHITTA
By contrast to all this excitement and testosterone, lardass Whitta has done absolutely nothing all month. Oh no. That's not really true. He did have to open the door to the TV repair man the other day, which was quite a harrowing experience. "I couldn't believe it," said the incredulous blubberguts, "he gave me this replacement telly while my other one got mended, and not only did it have a smaller screen that my own, but the batteries in the remote control were a bit dodgy and I nearly had to get up to change the channel!"

JIM WILLIS
A similarly non-stressful month for The Shirker. Willis is so lazy that he can't even be bothered to get his hair cut these days. He has now successfully wrestled the "I Can't Do That Because..." crown from lardy Whits and it is a popularly held belief around the office that Jim will shortly become a black hole due to his lack of movement & creativity. Needless to say he has reviewed nothing, again.

LURE OF THE



What's this? A home-grown graphic adventure to rival the likes of Lucasfilm and Delphine? Gary Whitta finds out if Made in Britain still means something these days...

Some of us still remember the old days. When men were men, when everything around here was all fields and when adventure games used text and, if you were lucky, horrible little eight-colour graphics. Ah, those were the days all right! Like in Mountains of Ket, where the spell used to destroy the wall in Mint Condition was called Polo. Like in The Hobbit, where you had to stand on Thorin's shoulders to escape from the goblin's dungeon. Just writing about it brings it all back again!

These days, of course, everything's changed. Adventures are still going strong, but instead of laborious and often intensely frustrating text input, we have the likes of Lucasfilm's SCUMM, Delphine's Cinematique and - as of this month - new team Revolution's Virtual Theatre system to present and control the on-screen action. Virtual Theatre - a slightly hoity-toity name for what is essentially a very clever adventure game driver, but we'll forgive it - has been used for the first time in Lure of the Temptress, a medieval fantasy tell set in the sort of dungeons'n'dragons world that we're all well familiar with by now.

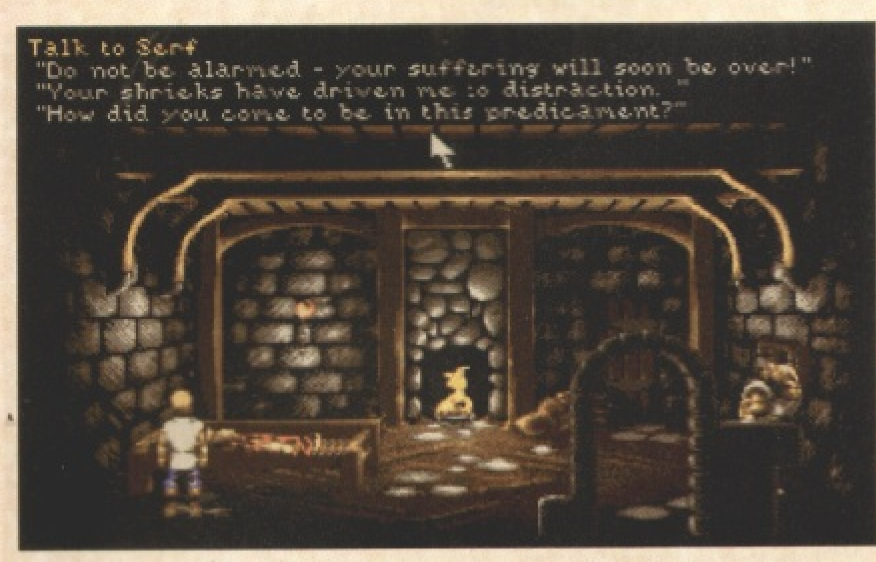
The story is typically typical - the hero is a young chap called Diermot, who is plunged into the centre of a war when Selena, the evil temptress of the title, and her army of Skorls (horrible pig-like warriors) kill the King in battle and seize control of the land. During the battle the Skorls also captured you and locked you in their deepest, darkest dungeon. It's when you wake in said dungeon that play begins. From this unlikely starting point it's your job to free the people of Selena and her snout-nosed bullyboys. Think you can handle it?



So, after the introduction the game starts in earnest and its up to you to get out of trouble. An impregnable cell with no objects, a window too high to reach and a door that's securely locked. The Skorl guard outside the door isn't taking any lip, either. Could this be the first ever one-location adventure game. Actually no, you can escape with the help of the torch on the wall. It's not as securely held in place as it looks...



Much of the game's storyline takes place within the town, which is made up of dozens of independent flick screens. Initially many locations are kept beyond the player's reach by means of locked doors and the like, but as you progress, meet characters and find your way around, the game area gradually opens up to you.





In Lure's first section, the objective is to escape not just from your dungeon cell, but from the castle itself. In doing so, you'll get your first proper taste of how the game system works by experimenting with objects and talking to a couple of characters. The puzzles that stand between you and the rest of the game at this stage are thankfully pretty easy, serving more to get you into the swing of things than anything else.

(Left) The story background unfolds while the game loads, setting the scene via some moody silhouetted animations interspersed with explanatory text. It's all a bit serious and a little OTT in places, but it does the job of dropping the player into the start of the game well.

You'll notice that, unlike Lucasfilm's efforts, Lure of the Temptress doesn't give up a section of its screen area to a command/inventory panel. All menus, prompters and windows are kept hidden until summoned, so it's a lot more like Delphine's system in that sense. Objects and people are identified when you point at them, and clicking brings up a relevant menu of commands. Instead of having to wade through the entire command list, only those appropriate to what you're doing are shown. For example, click on a door and the only commands available will be look, open, close, lock and unlock. It makes matters less muddled without actually making puzzle solutions too easy to spot.

TEMPTRESS



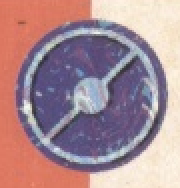


Though the town is crawling with Skorl and everyone likes to keep their head down, there are allies to be found about the place. The blacksmith, for example, provides useful clues and info from the privacy of his forge. But don't get talking to his mother over there in the rocking chair - she could bore the hind legs off a donkey with her inane and long-winded fairytales.

all the world's a stage

In most adventure games computer-controlled characters seem to follow a script, arriving, departing and saying their lines seemingly on cue. The idea of Virtual Theature is that the game's supporting cast of 30-odd characters behave realistically, wandering around the city and going about their business regardless of where your actions may be driving the story. Even swift playing sessions reveal evidence of this system at work, especially in the busy area of the town where the almost random activity gives a feeling of proper city life.







THE VERDICT

Lucasfilm, Delphine and, to a lesser extent, Sierra have had the graphic adventure market sewn up for far too long. I feel slightly guilty, but I have to admit that I didn't expect much of this so-called home-grown giant-killer - I foresaw something that, like this month's Hook, had fine intentions but didn't quite cut the mustard. Fortunately, Lure of the Temptress is every bit as professional and polished as anything the Americans and French have been able to offer us recently - if not more so. It's best compared to the Delphine range of games like Future Wars and Operation Stealth, as they share a lot in terms of control method, graphical style and general approach. But at the end of the day it's Lure that's got the edge, and I'd wager it's mostly because the game is British-made. Unlike the Americans who develop on PC then port over to Amiga almost as an afterthought, Lure's programmers knew how to best use the host machine - that's why there are almost no disk-access headaches and constant floppy-swapping to put you off. The game's impressive user-friendliness is undoubtedly one of its strongest points. As to the actual content, Lure is, if anything, a little too serious and sombre for my taste, and though much has been made of the intelligent characterisation, I think Lucasfilm's games boast the more interesting characters and interaction sequences. I had some trouble relating to the characters - maybe it's because they're smaller than, say, Guybrush or Indy, maybe it's because the actual dialogue isn't as colourful and engrossing. Whatever, this is only a minor quibble with what is otherwise a first-rate adventure - one that, through use of fine graphics and sound creates a great sense of "being there" and will keep genre fans happy for many a long month.



Another aspect of Virtual Theatre is the way conversations work. There's nothing vastly innovative, although the interaction is noticably more sophisticated than in many similar games. There's little new about the concept of characters having individual personalities, but in Lure it's a touch more convincing, with people not only reacting realistically to your statements (selected Lucasfilm-style from a shortlist), but also remembering past conversations and behaving accordingly - so if you're particularly nasty or rude to a character, don't expect him to be very helpful to you later on.



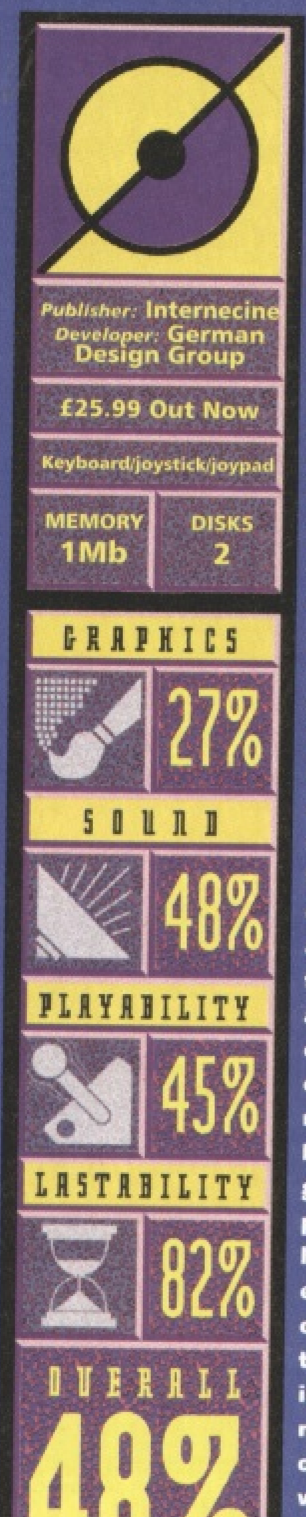


Another interesting aspect of Lure's sophisticated parser is the ability to convey incredibly complex commands to the game's other characters. Providing they're willing to comply, you can program them like a BigTrak (remember those?), sending them off to different locations to perform any number of tasks in sequence for you. It's an invaluable feature later in the game when sometimes the only way to achieve a certain task will be by getting someone else to do it for you.



SPOILS OF WAR

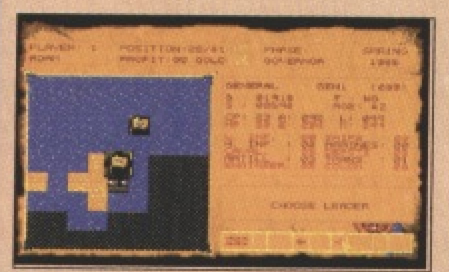
Is there room in the market for a wargame for absolute purists? Internecine clearly think so, but Jim Douglas isn't so sure.



THE VERDICT

Okay, it should be clear enough by now. Spoils of War is absolutely unsuitable for many Amiga gamesplayers. It's far too unfriendly and complicated and muddled to be made sense of by anyone other than a die-hard wargaming nut. The game dynamics are largely sound, but are so unfriendlily presented to the player that constant referal to the manual is necessary in order to have the vaguest idea about what is going on. Probably the best parallel I can draw between Spoils of War's interface and a more universally known game like Powermonger is the similarity between taking part in - as opposed to watching - a marathon. Watching a marathon is entertaining and exciting. And watching the results of an astonishing number-crunching routine go through its paces is equally fab. But actually running a marathon and having to endure every pounding step, watching every paving stone go by - that's another matter entirely. Because a game like Powermonger never really lets the player get right into all the grubby regions of hit points and movement tables, it doesn't let him get bogged down with them either. And the argument that wargames on computer don't need pretty graphics to be fun is, frankly, rubbish. It's like saying that movies don't need to be filmed nicely, as you can still tell what's going on in the story just by listening to the words. It's a shame that such a smart original idea as exploring new worlds should be so badly hamstrung by crappy and unfriendly presentation.

Now our player is trying to buy some supply units. Couldn't you guess? By deciphering the ingenious code of arrows along the bottom of the screen, he will try to purchase some items which will be generally useful for the party under the control of the general at this location.



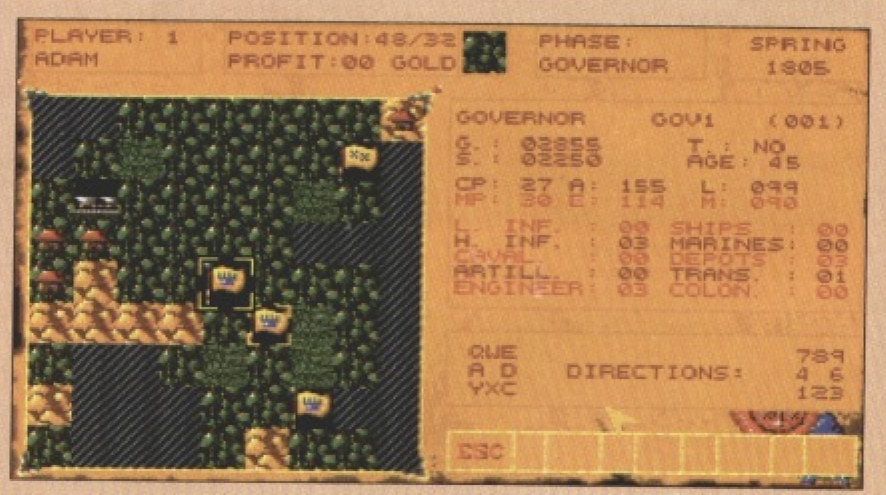
(Above) Incorrect Assumption In Games Design No.1: People who like playing war games don't mind if they look like a dog's dinner which has been kicked out of its dish and stamped into the carpet. Spoils of War's absolutely fine game mechanics count for very little when obstructed by such awful visual presentation. Continual referral to the manual is necessary, since virtually every word on the screen (Icons? What icons?) has had to be abbreviated in order to be crammed into the space available.

The idea behind Spoils of War is an interesting one. The player(s) are presented with the challenge of exploring the New World and claiming for themselves as much of it as possible. It's a wargame in the classic sense, with the player's troops following movement tables and the battles fought in great strategic detail. It might look like a dog's dinner, but it doesn't matter, because people who enjoy this sort of game aren't bothered with that sort of thing. At least, that seems to be Internecine's rationale.

In the early stages, everything seems to be going rather well, with a pretty intro sequence setting the scene and some excellent music conjuring up appropriate feelings of exploration and taming wild frontiers.

However, the front end belies the true nature of the game, which is confusing to say the least. Nothing speaks for itself. Everything which appears on the screen needs to be checked in the manual before it can be comprehended. And the manual makes you feel about as welcome as a leper at a bobbing-for-apples party.

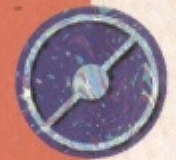
The result of such a bare-bones approach (just look at the pictures) is that all the excitement must be conjured up in the players head, just like playing a wargame on paper.



(Above) The programmers have gone to enough effort to allow the mouse to be used in conjunction with the keyboard for reasonably swift use of the command mechanism, but not enough to help the player along one iota. There's so much detail in the game, and fantastic scope for long term strategic fun (exactly what it's designed to do) that its criminal that it should be made so unappealing to such a large portion of the market. No wonder wargames are still floundering in a niche when it comes to software sales when they do nothing for their own cause.



PREMIERE
CORE
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Première is an eight-way scrolling platform adventure played over six levels which are represented as different movie sets.
A young film editor has had his film stolen from his cutting room the night before the film's première. Your task is to search through the six different movie sets ranging from black and white, science fiction and horror levels through to cartoon western and fantasy sets to retrieve the stolen canisters.
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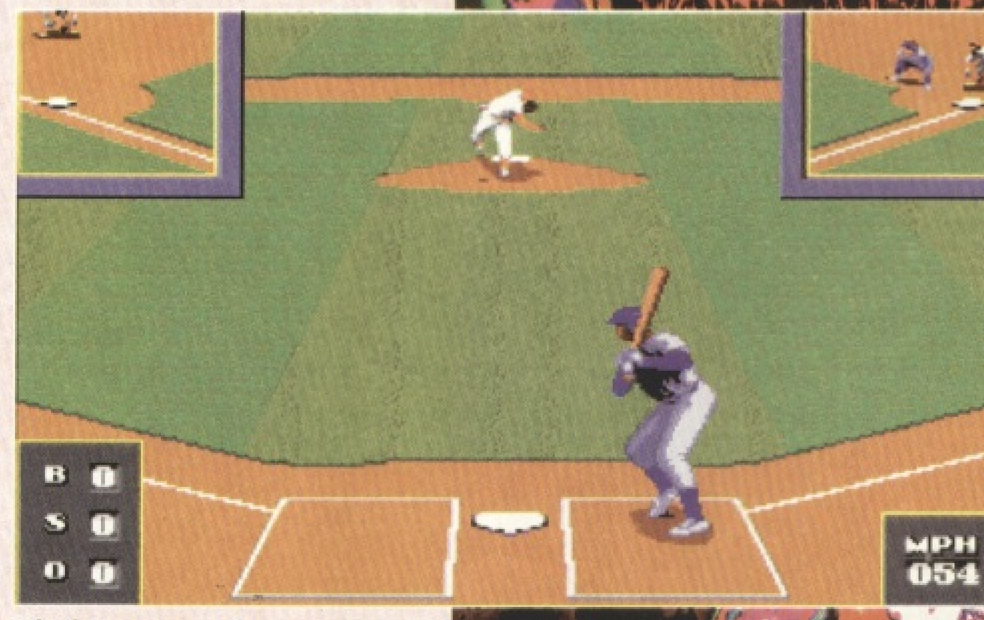


TV SPORTS BASEBALL

Yeerrr out! Just when you thought they were dead and buried, Cinemaware returns with its long-awaited third installment in its popular sporting series. Self-confessed Costner-lookalike Gary Whitta lets it pitch to him...

Producing a playable and authentic simulation of any sport is by no means easy, but getting people to play - and enjoy - a simulation of a sport they (a) never understood and (b) didn't even liked in the first place is an achievement indeed. For achieving such a heady goal not once but twice over the last few years, American games pioneer Cinemaware deserves special credit. 1989's superlative TV Sports (American) Football worked wonders for my appreciation of the sport - one I'd never had much time for until Cinemaware's classy interpretation came along. The same can be said of the follow-up TV Sports Basketball, another fine and opinion-changing simulation of what had, to me, always been rather a dull little game.

Since the company's glory days at the turn of the decade, however, things have gone a bit downhill. The "interactive movie" people disbanded just over a year ago, leaving several products stranded in mid-development. Fortunately, the remnants of Cinemaware's team did manage to finish the third game in the TV Sports series, based around that equally confusing American obsession, Baseball. Recently released in the States as the official Bo Jackson (v.good baseball star) licence, it's now over here, with the TV Sports moniker rightfully attatched. Like the two games before it, it's essentially a sophisticated arcade-based interpretation of the sport, with the emphasis on authenticity, playability and, as always, TV-style presentation.



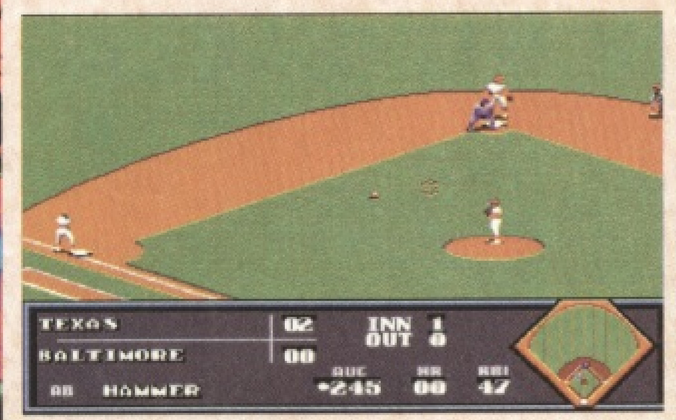
Whether you're on the mound or at the plate, things are far from easy. As pitcher you have a small armoury of different throws at your disposal - fast ball, curve ball, etc - and the pitch is aimed by stopping a small icon as it slides back and forth across the plate area. In theory it's simple - in practice, coming up with a pitch that's both legal (if it's too wide in either direction it's declared a "ball" - four of those and the batter gets a free walk to first base) and good enough to outwit the batter is tricky to say the least. Batting might sound simpler, but you can be assured it's not. Success is a combination of positioning your man prior to the pitch (he slides around easily in his little square), timing the swing so it connects with the ball, and hitting the thing so that it doesn't make an easy catch for some rookie infielder. Whoever said this game was easy?

Players choose from 26 teams. In an exhibition game, simply pick your team and opposition. In the league up to 26 players can play in a season lasting 162 games.

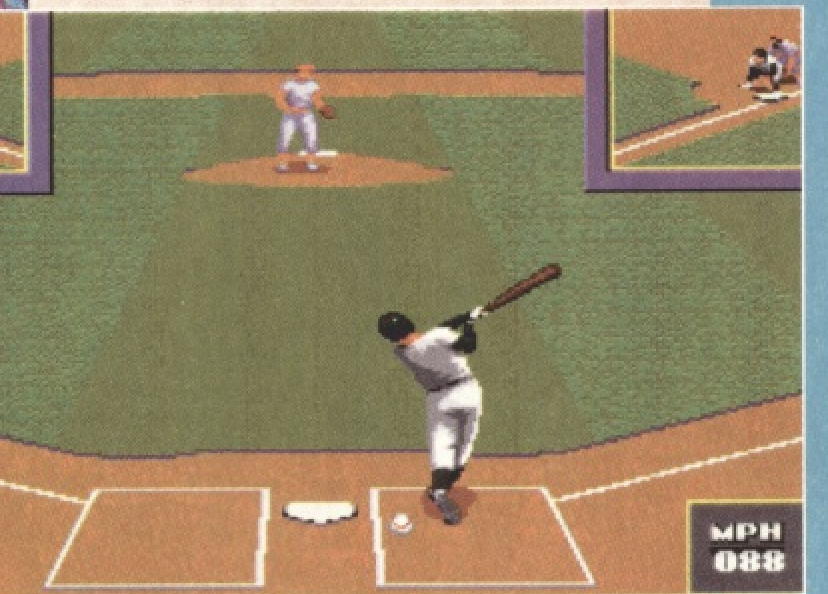
LEARN BASEBALL VERY QUICKLY!

It's like Rounders, only more complicated. Each team has nine men. The infield consists of a diamond, with a "base" at each point and the pitcher in the middle. You bat from home base, then run round first, second, third then back to home, which scores one run. There's a fielder on each base. If the ball gets to him before you do, you're out. If you hit the ball and it's caught before landing, you're out. If the pitcher gets the ball past you three times (called strikes), you're out. If you hit the ball right out of the park, it's called a home run and all runners on bases get to stroll home. The game consists of nine innings, each split into two halfs where teams take turn batting and fielding. When three batsmen are out, play switches over and so on. The team with most runs at the end of the ninth inning wins. The end.





So, with all formalities out of the way, it's out onto the ballpark. Essentially, the action is viewed from two major viewpoints - during the batting/pitching stage the camera is positioned directly behind the plate (where the batter stands), with the pitcher in the background. Then, once the ball has been hit, the viewpoint cuts to a scrolling representation of the infield (the area inside the diamond) and outfield, where fielders are controlled and all the running takes place.



All the fun of the ballpark is encapsulated by TV Sports Baseball's impressive sound. Apart from the standard crowd cheers and "thud, donk" spot effects, a sampled American voice is used to call various pieces of information, "strike one, you're out etc" as well as describe hits - "deep drive!", "Toss-up!", "Grounder!" and so on. Most impressive, though, are the snatches of the tacky Organ music that have become synonymous with baseball around the world.

No TV Sports game would be complete without a chunky ex-player presenter to provide the pre-game spiel, and Baseball is no exception. Though he's slightly less well-groomed than his two predecessors in the series, Bob McGill is nevertheless a fine anchorman, presenting the two teams and giving any relevant information before the cameras pick up the action on the infield.

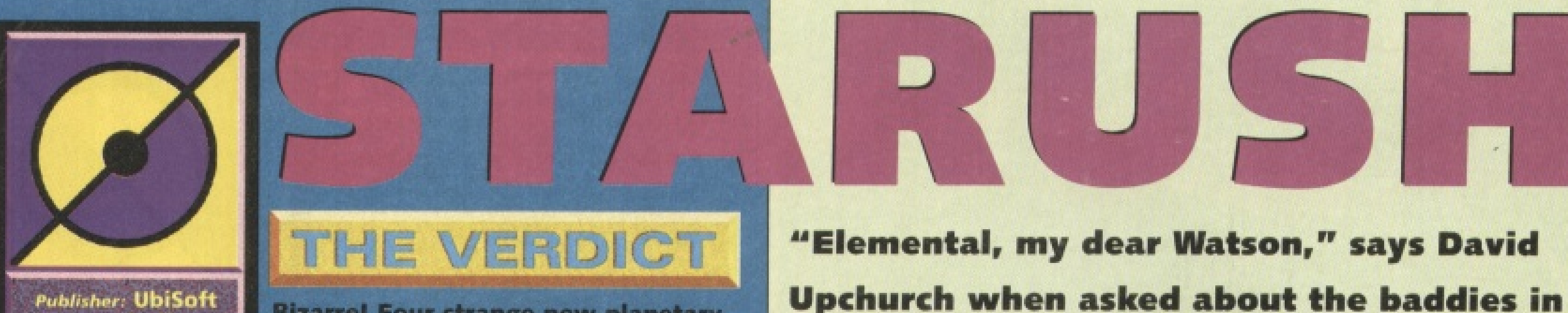
With a game like Baseball, some kind of management element is unavoidable, and though it's by no means as complex as a "serious" simulation like Earl Weaver's, more committed players will welcome with the opportunity to fiddle with startling line-ups and batting orders. All the relevant stats are on display, and should be studied if your team is to be optimised to the peak of its run-getting potential.

THE VERDICT

Ah, how I yearn for the golden days of Cinemaware! Now there was a company that knew how to do it right! And though TV Sports Baseball lacks some of the company's distinctive style and panache (the graphics aren't quite so smart and the presentation element has been played down), it's obvious that the game's been built on the same firm gameplay foundations. Less technical and tortuous than the management-led simulations, more playable and immediate than Domark's RBI 2, TV Sports Baseball is probably the soundest rendition of the sport so far. Like Football and Basketball before it, it's playable and involving enough to attract even those who couldn't give a monkey's about the real sport. For a sport as depthy as Baseball, the game is surprisingly friendly and easy to use. There is no tedious fiddling with complex commands, and even without a glance at the instructions you can pick it up and get the hang of things quickly - the designers deserve credit for coming up with such an instinctive control method. At first the computer player will walk all over you, mainly because the batting's difficult and takes a while to get used to, but once those skills have been acquired, TV Sports Baseball is a tremendous laugh, particularly against another human opponent. The management element is thankfully unobtrusive and only needs to be tampered with if you want to experiment. Graphically it's better than its nearest rival RBI 2 (Cinemaware used the same technique of videotaping real players, and the results here are more realistic), and the profusion of sampled sound is admirable. All sports fans, not just those interested in baseball, should check this out.







STARUSH

"Elemental, my dear Watson," says David Upchurch when asked about the baddies in UbiSoft's disappointing shoot-'em-up

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Developer: In House Design Group

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521K	2

GRAPHICS	58%
SOUND	60%
PLAYABILITY	64%
LASTABILITY	77%
OVERALL	59%

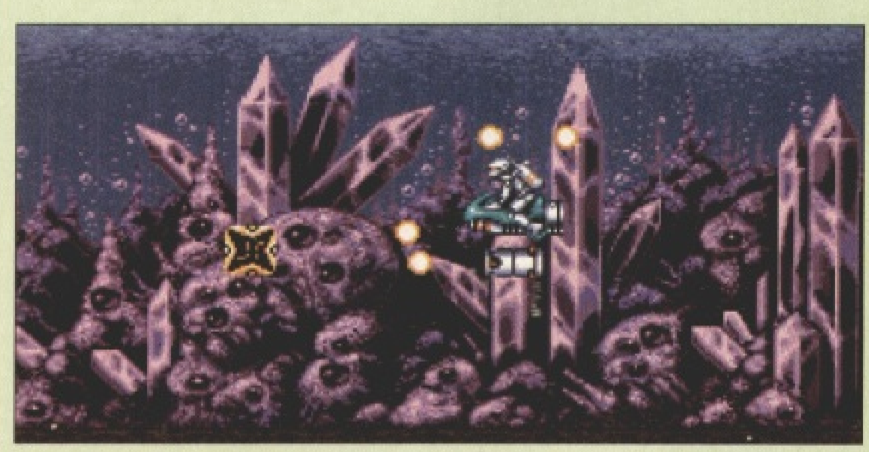
THE VERDICT

Bizarre! Four strange new planetary systems have suddenly appeared in the Galaxy, each of which appears to be to be related to one of the elements - Earth, Fire, Air and Water. Nobody knows where the planets came from but one thing's for sure - they spell trouble. Each is festooned with all manner of weird alien filth that requires immediate purging before it starts spreading to the inhabited worlds.

In case you hadn't already realised it, we're in shoot-'em-up territory. The player has to pilot his one-man fighter across twelve alien landscapes, blasting aliens and end-of-level guardians alike. Power ups appear from time to time and have to be snapped up before they zoom off-screen. And... Oh, you get the idea. Go look at the pretty pictures and read the captions why don't you?

(Above) One of Starush's few novel features is the fact that the player has but one life. The player starts the game riding a hoverbike-type thing, but if you get hit the bike blows up and you're reduced to flying around in a jetsuit. Take another shot and you're left running along the ground, entailing much jumping to avoid the alien attacks. Tricky. The big problem with this idea is that the more you get hit and stripped of your powers the tougher the game becomes. When you're a novice (and getting hit regularly) this just conspires to make a hard game harder and consequently more frustrating.

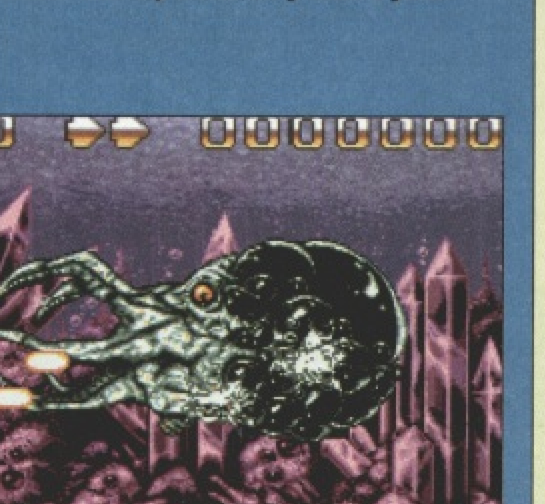
It's strange, isn't it? Months and months of nothing but flight sims and strategy games and then suddenly a glut of shoot-'em-ups swamp the market. Do software companies think that the hotter weather is turning Britain into a nation of gun-toting maniacs? Maybe they think the hole in the ozone layer is frying our brains. One thing's for sure, with so many blasters to choose from it's not really a good time to release another, especially one so depressingly average as Starush. Gameplay-wise it's so 'paint by numbers' it looks like it was written by an Amiga let alone on one. It's got more than it's fair share of annoying 'quirks' too, like the way your vertical movement is restricted to a narrow band of the screen and the way some aliens whizz on-screen without giving you a chance to avoid them. Graphically Starush is just about adequate but has an unfortunate 'out of date' look, as if the sprites and the backdrops have been ported across from an Amiga game of two years ago. There's really nothing in Starush you haven't seen before and better in either Apidya or Project-X so unless you're absolutely desperate for some alien-smacking action I'd recommend you look to them for your kicks instead.



(Above) Power-ups appear at pre-set points on the landscape. The player has to be pretty sharp in his reactions to scoop them up before they scroll off the screen. The power-ups reward the player with a number of enhancements, ranging from the usual weapons upgrades to a magic shield.



(RIGHT) At the beginning of the game the player is presented with this rather nice options screen. By moving the gloved hand over the number keys the player can choose between one or two players, music or sound effects and either of the four planetary systems to start playing on.



Talk about VFM! Starush boasts not one but TWO end-of-level baddies per level. Not possible, surely? But you've reckoned without the logic of those damn cunning Frenchies. Each level has to be travelled twice, once going from left to right and then again travelling back from right to left. Each trip ends with a big baddy blast-out. Only having destroyed the level's second meany can you progress to the next. This isn't too difficult as not only are the baddies poorly animated they're also remarkably easy to kill.

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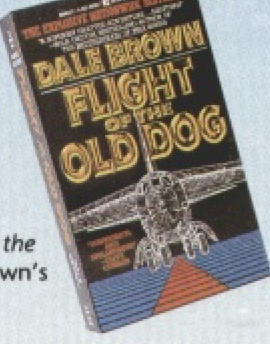
MEGAFORTRESS

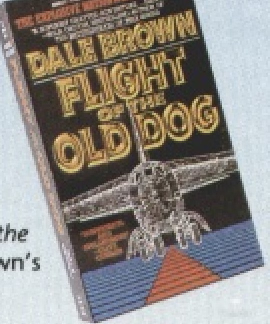


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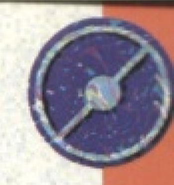
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MINDSCAPE



MONKEY ISLAND 2



Monkey Island 2 is superbly structured. Due to Largo's punitive taxing of anyone wanting to leave Scabb Island, the player is limited to exploring the relatively small number of location scattered about the island. Only when the player has got rid of Largo does the game open up and allow the player to sail between islands. Basically what this amounts to is a clever way of giving the player the chance to get familiar with the excellent user interface before the difficulty is cranked up. Monkey Island 2 is a huge game and being able to travel around freely from the word "Go!" would just be too daunting for the novice player.

LeChuck's Revenge

You went ape over The Secret of Monkey Island, but will you go bananas over the sequel? David Upchurch starts monkeying around...

A t last. Monkey Island 2 - the perfect way to while away those steamy summer evenings - is here. So, set up your Amiga next to that hammock strung between the two palm trees, pour yourself a long cool glass of Lilt and get your mum to throw bowls of water onto the pavement outside to simulate waves lapping on a white sandy beach as you prepare to return to Monkey Island 2 for yet more Caribbean capers with Guybrush and co.

Monkey Island 2 takes place a few years after the conclusion of the first game. The 'heroic' Guybrush Threepwood may have grown a bit older, as indicated by the brown bum fluff speckling his chin, but he's still as recklessly impulsive and over-enthusiastic as ever. Having bored everyone in the Caribbean rigid with repeated accounts of how he alone defeated the gruesome Ghost Pirate LeChuck, Guybrush decides it's time he went on a new adventure. But what could be more impressive than ridding the seaways of LeChuck? Why, finding Big Whoop, of course, that fabled treasure with a worth beyond the imaginings of mere mortals!

But first Guybrush must charter a ship off Scabb Island, his current port of call. This wouldn't be so difficult if it weren't for the fact that Largo LaGrande, LeChuck's nephew, has decreed that anyone wanting to leave the island has to pay an extortionate tax before they can disembark. So, first things first, Guybrush has to create a voodoo effigy of Largo to scare the bullying scoundrel away. A simple enough task - or so it seems.

Little does Guybrush know it but his foolish meddling with the occult has BAD side effects and results in the resurrection of every honest sailor's worst nightmare - LeChuck himself! And this time he's REALLY pissed off, especially with a certain Mr Threepwood! The lines are drawn for this, the final (?) fateful confrontation between Guybrush and LeChuck. I know who I'm putting my money on. Hey, 20 Gold Dubloons on the smelly, mouldy guy...

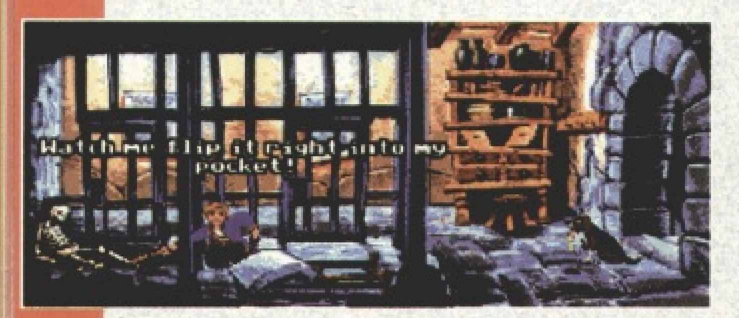


Monkey Island 2's graphics are nothing short of amazing, being colourful and wonderfully detailed. Here in the costume shop you can spend hours star spotting all the famous film and TV characters depicted in the racks of fancy dress costumes. Each location was originally a hand-painted image which Lucasfilm then scanned in and touched up where needs be. The results, as you can see from the screenshots in this review, are worth it - the graphics have a 'natural' look, far removed from the stilted nature of those drawn with a paint package.



Monkey Island 2's user interface is one of the simplest and most user friendly around. Everything is mouse controlled. Positioning the mouse cursor in the game window, the player can make Guybrush walk from place to place by just clicking with the left mouse button. More complex things, like 'Look at' or 'Pick up', require the player to click on one of the nine action icons at the bottom of the screen and then click on an item in the game window. To speed things up slightly, a secondary action icon is highlighted as the mouse cursor moves across the screen which can be selected by clicking with the right mouse button. The icon depends on the location or item under the cursor - if it's a book or a painting, say, then the icon will be 'Look at' whereas if it's a door it'll be 'Open'.





At the start of the game the player is given the option to play either the 'full' Monkey Island 2 with all the puzzles at top strength or a watered-down novice's version where some of the puzzles have been semi-solved. Thanks to some forethought on Lucasfilm's part the puzzles have been sufficiently changed between the two versions so that you can't play the simpler game to get clues to the harder one, so all you cheats out there can calm down now.



This is the bloated Governor Phatt, the crooked ruler of Phatt Island. Little does Guybrush know it, but LeChuck has placed a huge bounty on his stubbly little head and it's a bounty that Governor Phatt intends to collect. As soon as Guybrush puts one foot on Phatt Island he is arrested and brought before Phatt, who reveals Guybrush's grim fate. Big, important 'set piece' conversations like this take place in animated close up which I don't feel work that well. During 'normal' conversations the figures' faces are small with only gross facial movements displayed - the player then finds himself using his imagination to fill in the gaps and add character to the tiny sprites. However, in these close ups everything is shown and nothing is left to the imagination and the result, while not exactly bad, is disappointing and a little jarring.





Every so often the player is rewarded for his progress with some form of brief animated interlude. It's provides a welcome chance for the player to sit back, take a swig of Coke and enjoy a brief respite from the game's endless puzzles and conundrums. Here Guybrush's attempts to climb a tree end in a nasty tumble. Knocked unconscious, our hero has a very bizarre dream. He is visited by his long lost parents who promptly take off their skins, revealing the white bones underneath, and do a little song and dance routine. But they're not doing it for fun - you'd be advised to write down what they sing 'cos it comes in handy later.

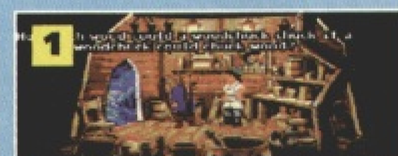




Guybrush Threepwood wants to set off in search of Big Whoop - but Largo LaGrande won't let him! The fiend's put a hefty tax on anyone who wants to leave port and no-one can afford to pay it. Well, nearly no-one. Fortunately Guybrush is loaded with the cash he received for defeating LeChuck and so sets off into the town of Woodtick to try and find a ship to charter...



(Above) No sooner has Guybrush set foot in Woodtick than he's approached by the big bad bully Largo himself. Before you can say "Help, I'm being robbed" Largo's mugged Guybrush and taken all his cash! Penniless and a little shaken, Guybrush walks into town...



1 The carpenter doesn't mind you having a look around but touch anything and he gets very touchy. Sympathetic to your recently-mugged plight, he explains that what this town really needs is some way of getting rid of Largo... like a voodoo doll.



2 The pub landlord is a grumpy so-an-so, mainly because he keeps getting beaten up by Largo. Having just been duffed over, the landlord reveals that although he can mix any drink you care to name he can't make the thing that would do this town some good... a voodoo doll of Largo LaGrande. (Starting to get the picture?)



3 The pub's cook makes excellent grub but he gets very involved in his work. He won't talk to you or pay any intention to you while he's trying to 'create' - which gives you the perfect opportunity to nick his knife which lies on the table!



4 Wally the short-sighted cartographer has made extensive research into the legend of Big Whoop and believes he knows where it is! Of course, he's not going to tell you anything so be off with you!



5 The Men of Low-Moral Fiber™ are back! Like everyone else in Woodtick they're thoroughly sick of Largo LaGrande and really wish they had a - you guessed it - voodoo doll of him. Marty, who runs the dry cleaners, is a deaf as a post and twice as thick so he doesn't seem to be of much use to you, at least, not yet anyway.



6 This inn is where Largo stays - for free, of course. The burly innkeeper won't let you even get within ten foot of Largo's room so somehow you've got to distract him. Hmm, that pet baby crocodile tied to the pillar... Now, where did you put that knife you picked up earlier?



7 Ah-ha! Your cunning plan worked and you've managed to sneak into Largo's room. Largo is a right pig - the room is a complete mess, with old food scraps on the floor and clothes tossed everywhere. And what's this? Largo's wig! The bully's a baldy! Take that - it may come in handy later...



8 Having explored the whole of Woodtick it seems as though you're going to have to look further a-field for a means to get rid off Largo. So, where to next?



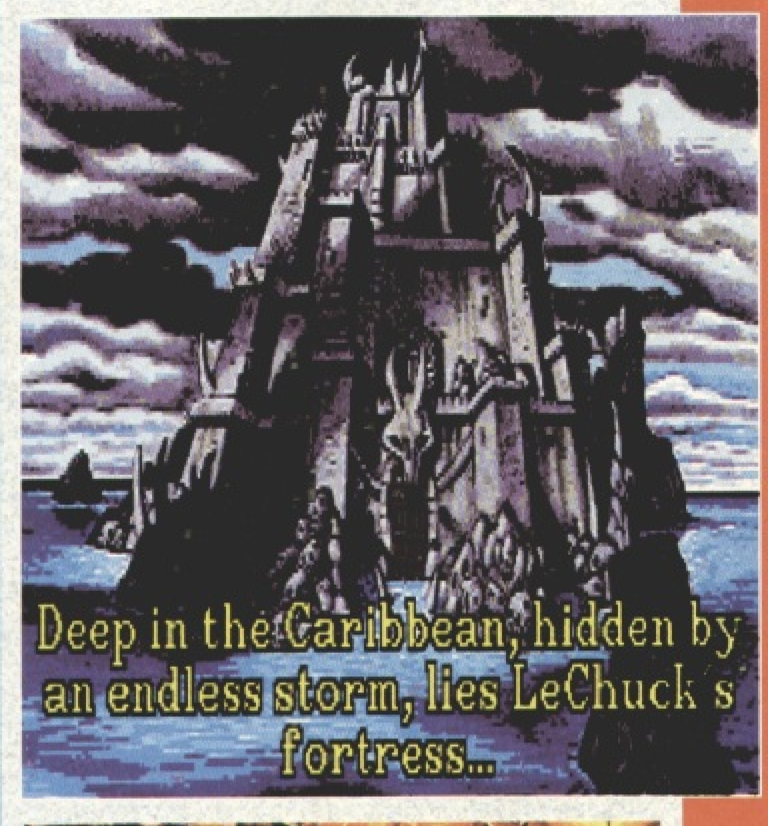
9 In this creepy graveyard lie the bones of many a poor pirate cut down in his cut-throat prime. In one of the graves lies the remains of one of Largo's unfortunate relatives - no doubt put six foot under by Largo himself.



10 While in Woodtick you heard rumours of a mysterious old Voodoo Lady who lives out in the swamp. Well, here you are, at the swamp. Looks like the only thing for it is to paddle that creepy-looking coffin through the dank waters and see where you end up. Spook!



11 And here's where you end up - in The International House of MoJo, home of the Voodoo Lady. She reveals that she can create a voodoo doll of Largo LaGrande for you, provided you bring her four special Largo-related ingredients - something of the head, something of the thread, something of the body and something of the dead. Well, that wig might just do at a pinch for the 'something of the head' and if you have a dig about in that grave you saw earlier you might be able to find 'something of the dead', but where are you going to find the rest of the stuff? This is where the fun REALLY starts!

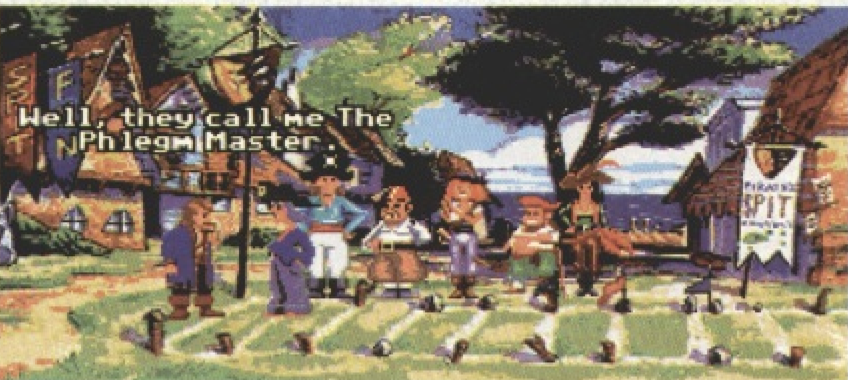






The puzzles and problems range from the relatively straight-forward 'Use item X at location Y' type to the mind-bustingly devious. Take this one, for instance. Guybrush needs to get some information from the Gamblers Club but the doorman, who remains unseen except for his hand poking through the eye slit, has to be told the password before he'll reveal all. This involves solving a weird code to do with the number of fingers he holds up. It's incredibly frustrating... until you solve it. Then, believe me, you'll kick yourself for not getting it sooner. I spent an hour trying to work this one out. Lucasfilm, I hate you.





Monkey Island 2 has jokes that will appeal to everyone, ranging from spitting/puking/farting toilet gags to clever word plays and set ups. The jokes come so thick and fast that even if you don't find the current one particularly side splitting you can bet there will be another more to your taste along in a few moments.



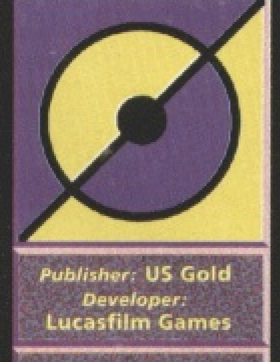
It's not really possible to die in Monkey Island 2 - the worst thing that can happen is that you get hopelessly stuck. While this means that you can try anything, no matter how outlandish, without having to worry about the game ending abruptly, it does take the tension out of certain confrontations when you know that there is no threat of death.

You can talk to any character by simply selecting the 'Talk to' action icon then clicking on one of the characters on-screen. A list of four or five conversation snippets then appears at the bottom of the screen and the player simply selects one with the mouse to say it. Once the character has replied more conversation snippets appear. Some of these conversation pieces can be very weird and it's worth giving some of them a try just for the humour potential.

(Left) Fans of The Secret of Monkey Island will revel in the chance to reacquaint themselves with old friends (and foes). My personal favourite is Stan, the manic salesman who is an perpetual state of verbal overdrive. This time around he's trying to flog used coffins. And you know Stan - if he can't sell 'em nobody can.

THE VERDICT

Once again Lucasfilm has come up trumps. Monkey Island 2 is a game that is surely destined for The Computer Games Hall Of Fame, a dazzling triumph of game design laced with humour and drenched in atmosphere. It's better than The Secret of Monkey Island in just about every respect - a pretty amazing feat in itself! The graphics are simply gorgeous, rich with colour and life, and you'd be hard pressed to tell them apart from the PC originals. The tunes are good and have that annoying catchiness which means you find yourself humming them at embarrassing moments during the day. The much-vaunted iMUSE musical system turns out to be a bit of a damp squib, though - the only practical upshot I noticed was that the tunes faded out when you moved from location to location. Wow. Like 99.9% of games converted to Amiga from PC it's the disk accessing and swapping that's the big bugbear. As you'd expect, there's quite a lot of it but Lucasfilm's programmers have cleverly designed the game so that once a location has been loaded in from disk it is stored in RAM - when you return to the same location later on it doesn't have to be loaded again. Thanks to this system Monkey Island 2 is perfectly bearable even if you've only got the one disk drive, although obviously two is better while a hard drive is ideal. Anyone who loved the first game will need no more encouragement to set sail for Monkey Island again, while those who've not yet visited its fun-filled shores would be advised to book a ticket now. If, having played Monkey Island 2, you don't rate it as the best game of the year (or any other year, for that matter) then I'll be a monkey's uncle!



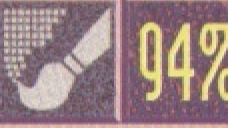
Publisher: US Gold
Developer: Lucasfilm Games

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Mouse

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GRAPHICS



94%

SOUND



76%

PLAYABILITY



89%

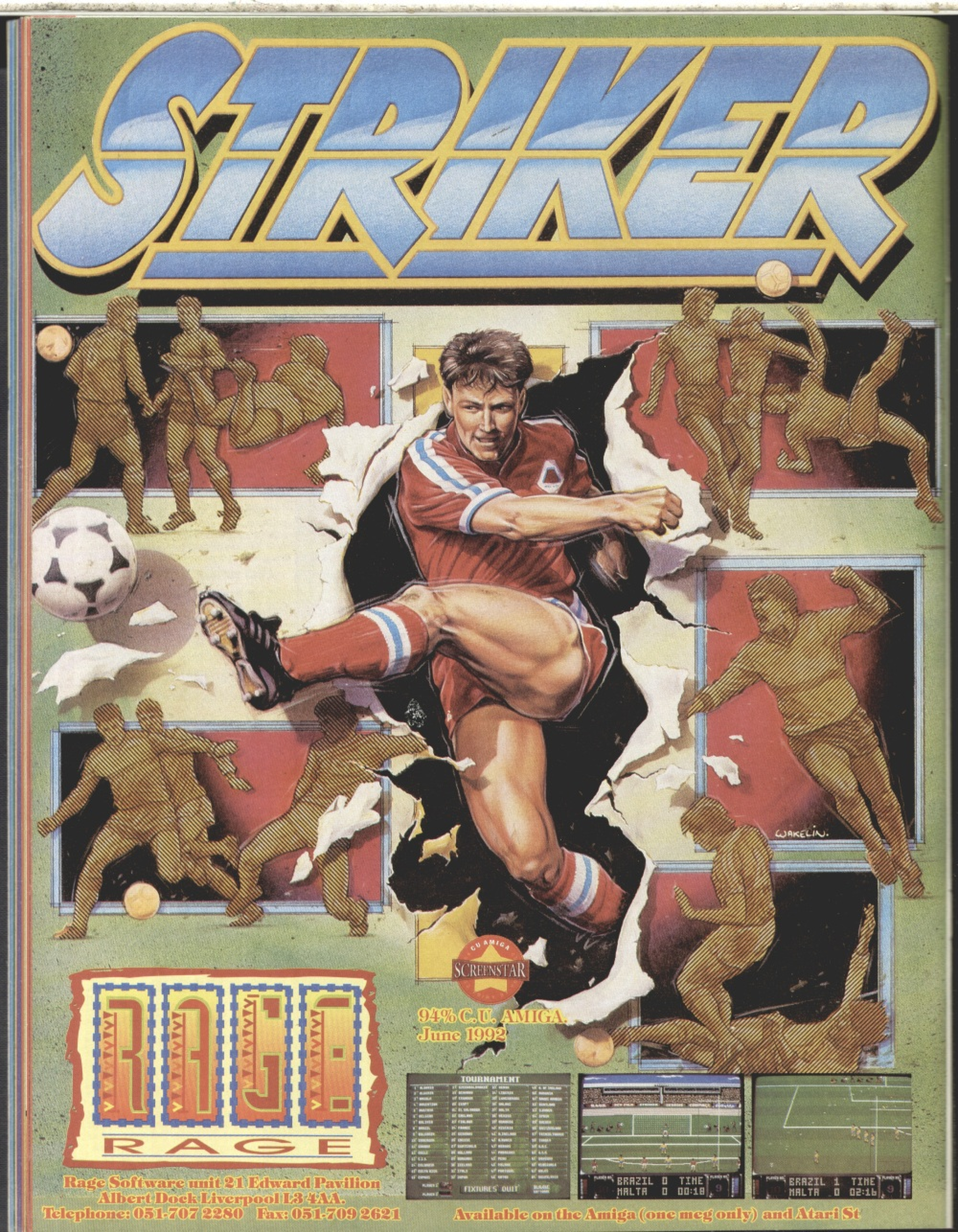
LASTABILITY



95%

OVERALL

94%


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THIS MONTH:

Hey! You gotta problem, buddy?Yeah, you - the one pulling your hair out because you can't crack your hot new game. Man, do you look a mess. What you need to do is meet my pal Kill Zone. Yeah, dat's right - THE Kill Zone. He's beaten 'em all, and he's willing to teach you all he knows and for nuttin'! No charge. Zilch. He's the man to trust, I tell ya.

In order to remove your Kill Zone supplement from the centre of the magazine, simply hold the section between thumb and forefinger, hold the rest of the magazine at the top and carefully pull. Izzy-wizzy! You now have a completely separate tips magazine. And for free. Nice, huh?

PARASOL







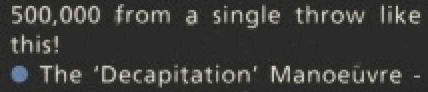
Attention all brolly bashers in bubble trouble! Ocean's here with some super-copious tips for this smasheroo of a game!

Parasol Stars is a very big game. Eight worlds with seven levels per world is a lot of game - and that's not counting the three secret worlds! In all there are 77 levels of brolly frolics to complete before you finish the game totally. Obviously, then, it's not the sort of game you can expect to waltz through the first time you sit down to play it. You need to discover the method behind the apparent madness going on on-screen to take full advantage of the more off-the-wall features of the game.

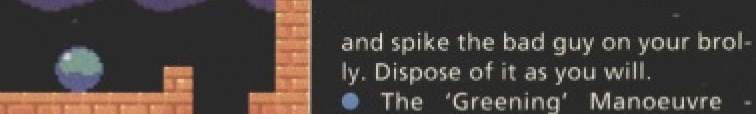
PARASOL TRAINING CAMP

Okay, let's begin with some basic parasol-wielding technique. The fundamental rule is "Don't panic!". Even if the odds look overwhelming take a deep breath and R-E-L-A-X for the game is very easy - well, on the first few levels it is, anyway! Here are the crucial manoeuvres you'll need to learn to become brolly good:

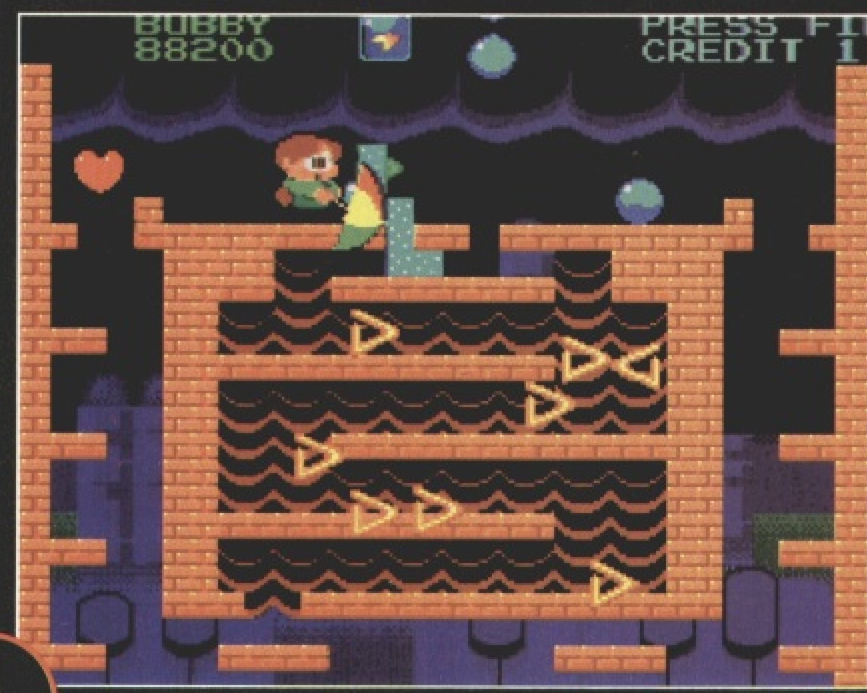
- The 'Come Hither' Manoeuvre - A baddy is advancing towards you and there seems to be no escape! Ah, but simply hold down the FIRE button and your parasol will unfurl before you into a nigh-on impregnable shield. Stand your ground until the baddy impales itself on the brolly's shaft then release FIRE. The baddy will be sent hurtling to it's doom.
- The 'Up Yours' Manoeuvre - So there are baddies patrolling the platforms above you. Hold down FIRE and pull DOWN on the joystick to raise your parasol above you. When one of the meanies walks directly above you push UP to jump and spike the bad guy on your brolly. Dispose of it as you will.
- The 'Greening' Manoeuvre - Collect something on your brolly, either a water drop or a dead baddy. Now perform the 'Up Yours' Manoeuvre and any baddies making contact with your parasol will turn green (or blue if your in charge of Bob instead of Bub) and roll about, completely helpless. Ha-ha!
- The 'Collection' Manoeuvre - Turn as many baddies green as possible, push them around until they're all in a line and then throw something at them. The score you get doubles for each baddy hit. In some cases it's possible to get a score of over 500,000 from a single throw like this!
- The 'Decapitation' Manoeuvre - Napoleon said of the Italian army: "Cut off the head and the body dies". In Parasol Stars there are certain baddies who just sit in a corner and make lots of little nasties. Obviously you need to get rid of these as soon as possible - once they are gone the other baddies are mere small fry to be picked off at your whim. You kill these baddy generators by either throwing another stunned baddy or a mega water-drops at them.











CREDITS DUE

In the course of finishing the game it is inevitable that you're going to die occasionally. Only the elite parasol wielder can expect to complete the game without the dreaded words "Continue, 10, 9, 8..." popping up occasionally. And if you want to avoid seeing "Game Over" then you'll just have to pick up as many credits as you can manage. You may have noticed that if you throw something through certain areas of the screen then food magically appears. Such an area is called a 'Food Space'. You'll also notice that as you collect more and more food it becomes more esoteric and expensive. You start with humble turnips and apples and progress to kebabs, roast fish and bottles of wine. Keep going and eventually you'll get what you've been waiting for: a 100 coin worth an extra credit.

STARS










In order to get as many credits as possible you need to 'milk' each level for bonus items. Found out where the food spaces are on each level and throw something through each one of them. Each food space will yield a maximum of two bonus items. But remember to milk the spaces before you clear the level because all the food spaces disappear when all the baddies are dead. By efficient milking you should be able to earn as many as twenty extra credits in the course of the game.

IT'S A MIRACLE!

Useful things miracles - very handy if you run out of beer at a party or accidentally cut off your ear or you die and want to live again. The best miracles, however, are those that get you into Parasol Stars' secret rooms at the end of each world.

To get a miracle you simply need to collect three miracle icons, you know, those little blue squares you occasionally see floating around. They come in four fab flavours: fire, lightning, water and star.

If you collect three different icon then you'll get a miracle alright but it'll be a pretty feeble affair, just awarding you a few measly points. Get two of three icons alike and you'll turn all baddies green, which is quite nice but not what I'd call a REAL miracle.

Now if you collect three miracle icons of the same type then things really start to happen. All the baddies will fly up into the air and turn into giant food items worth 100,000 points each! And, when you get to the end of the world and defeat the big baddy, you'll see a door appear. Go through this and you'll enter a secret room containing a mega bonus item, of which there are four very different types depending on the icon type collected:

- A water miracle gives you a crystal ball. This makes the bonus items which appear on each level pop up after three seconds instead of ten.
- A fire miracle gives you a magic lantern. This makes all the food except the 100 coin (which isn't actually food anyway) appear as money bags worth 10,000 points. Very useful for stacking up on lives.
- A lightning miracle gives you a bell. This flashes the screen red each time a bonus object is about to appear that you can use to kill the nasties.
- A star miracle is something rather special. Depending on the level you're on it gives a different effect. Up to and including World 7 a star miracle will reward you with 100 credits! In World 8 a star miracle gives you the chance to visit two secret worlds. If you then get a star miracle in the first secret world then you'll be given a red balloon to use at the end of the second secret world.

On any given level if a miracle icon appears then it'll always be the same. But be warned that some levels don't give you any icons at all. To get the miracle icons you need to have killed a minimum number of baddies since you last saw an icon or you last died. So, in order to get all the icons possible, you will sometimes have to hang around on one of the earlier levels and wait for baddies to be generated so that you can kill them. Take the Woodland World, for example. If you kill an extra eight baddies on Level 1 then you'll get a lightning icon on Level 3. If you then kill an extra ten baddies on Level 4 then you'll get another lightning icon of Level 5.

LEVEL BEST

My word, look below for advice on how to win EVERY level of Parasol Stars. Impressed? You blummin' well should be...

WORLD 1

1-1 Use the 'Greening' Manoeuvre to clear the screen.
1-2 Kill the trumpets and accordions first then milk the food spaces. Clear the level by killing the pink piano.
1-3 Lots of 'Up Yours' Manoeuvres will see you right here.
1-4 Fire two drops at the piano then wait. The accordions will go green when they touch it. Bop them all for a mega score!
1-5 Go to the top of the screen quickly by dropping through the hole in the bottom. Collect five water drops and flush the baddies away - but make sure you let one triangle survive. Milk the food spaces then kill that poor triangle.
1-6 Kill everything - and make sure you don't get the water icon!
1-7 Get the bottle and spin a big bubble. Stay on the second ledge up and shoot at the drum with a lightning bolt. When the big baddy gets near you drop down and run underneath it to the other side. Climb up to the second ledge again and repeat. With a big lightning bolt the drum takes just five hits before it heads towards the big orchestra pit in the sky.

WORLD 2

2-1 Climb straight to the top of the screen. 'green' the cars, kill the tree then go hunt the lions.
2-2 Move right a bit and spike the unicorn on your parasol. Then jump up and bop everything from below with the dazed uni-





PARASOL STARS



corn. Now go and round up the points.

2-3 Milk the food spaces at the bottom of the screen then collect a single drop, stand under the baddies then green them all by making little hops. Now go collect the points.

2-4 Go to the middle of the screen with your brolly up. Green the bats and kill them then get rid of the tree. Do a bit of milking on the lowest ledge then mop up the baddies.

2-5 Go straight to top-left of the screen and throw lions at the tree to kill it. Milk the food spaces then clean up.

2-6 Follow the guidelines to Level 2-5.

2-7 Don't panic! Keep your brolly up to protect you from the little birdies and lay down fire on the platforms in the middle of the screen. Within no time at all you should be flying off to World 3.

WORLD 3

3-1 Build up a big water drop and green the little nasties. Wait for the penguins to gather then wash 'em away.

3-2 Go up to the third little ledge and waste the tortoise. Jump and kill the penguin with its corpse. Milk the top row's food spaces then wash the baddies away with a water burst.

3-3 Kill the tortoise. Collect water in the middle of the screen and then wash the hermit crabs away.

3-4 Pluck baddies from inside the platform arrangement and throw them away. Get the purple heart and note the configuration of fruit that appears. Is this a clue? What secret is IN here? Can you get ALL the fruit? These and other questions are left hanging in the air like forgotten dreams...

3-5 Simple enough. Milk the food spaces and kill everything any which way you can.

3-6 Kill the hermit crab first then deal with the penguins; they only take a couple of hits. Don't forget to go milking!

3-7 Get the flask then stand on the bottom ledge with your brolly up. Watch for gaps in falling rocks. The big nasty takes ten good hits before it'll leave you be.

WORLD 4

4-1 Grab a gun then green the baddies. Go around collecting points.

4-2 Stand in the middle of the screen with your brolly up and let the baddies fall on you. Snap up those points!

4-3 Do lots of 'Up Yours' manoeuvres and jump on the drops to get inside the platform complex.

4-4 Kill the planes first then collect the fire drops. Take the collected drops to the top of the screen and drop them to kill the engines.

4-5 Jump up, keeping to the side of the screen, and keep firing!

4-6 Grab a chessman and throw him at the engine then do the same with the little bolt. Drop down through the gaps to get to the top of the screen and wait for the engine to go back and then throw drops at it. Milk for points then tidy up.

4-7 When the Transformer is a plane then keep to the bottom of the screen with your brolly up. When it changes get behind and above it. Throw water at it then return to the bottom of the screen when it changes into a plane again. Repeat until the nasty cops it.

WORLD 5

5-1 Hey, just kill 'em. Easy.

5-2 Drop through the bottom of the screen to get to the top of the screen. Kill the dice and then collect a big flame drop. Throw it through the wall at the bottom of the screen. Tidy up.

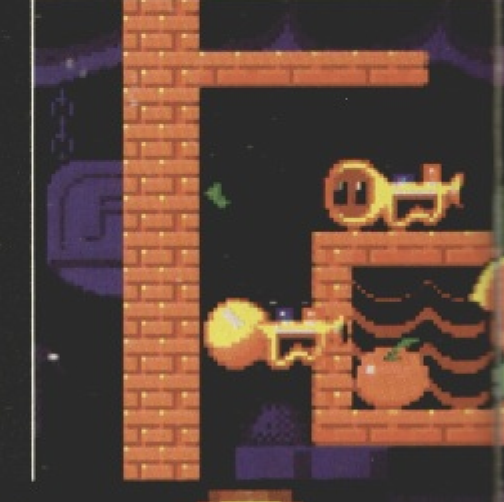
5-3 Collect a big water drop. Jump and throw it through the wall to the left or the right. It'll flow through the plumbing and wash out a fruit machine. Repeat from the other side. You can wash yourself away if you need to get something from out of there.

5-4 Ignore the coins. Get a water drop and stand in front of the fruit machine. Collect more water drops then wash it away. Clean up.

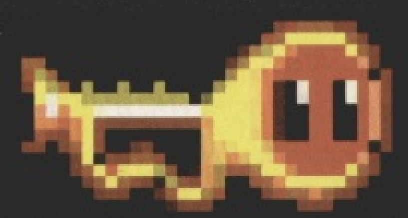
5-5 Jump on the water drop to climb then use fire drops to kill the nasties.

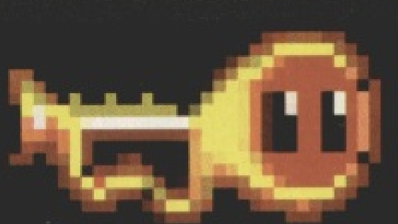
5-6 Grab a king then green everything. Collect the points.

5-7 The lady baddy will make for you, pause then come after you



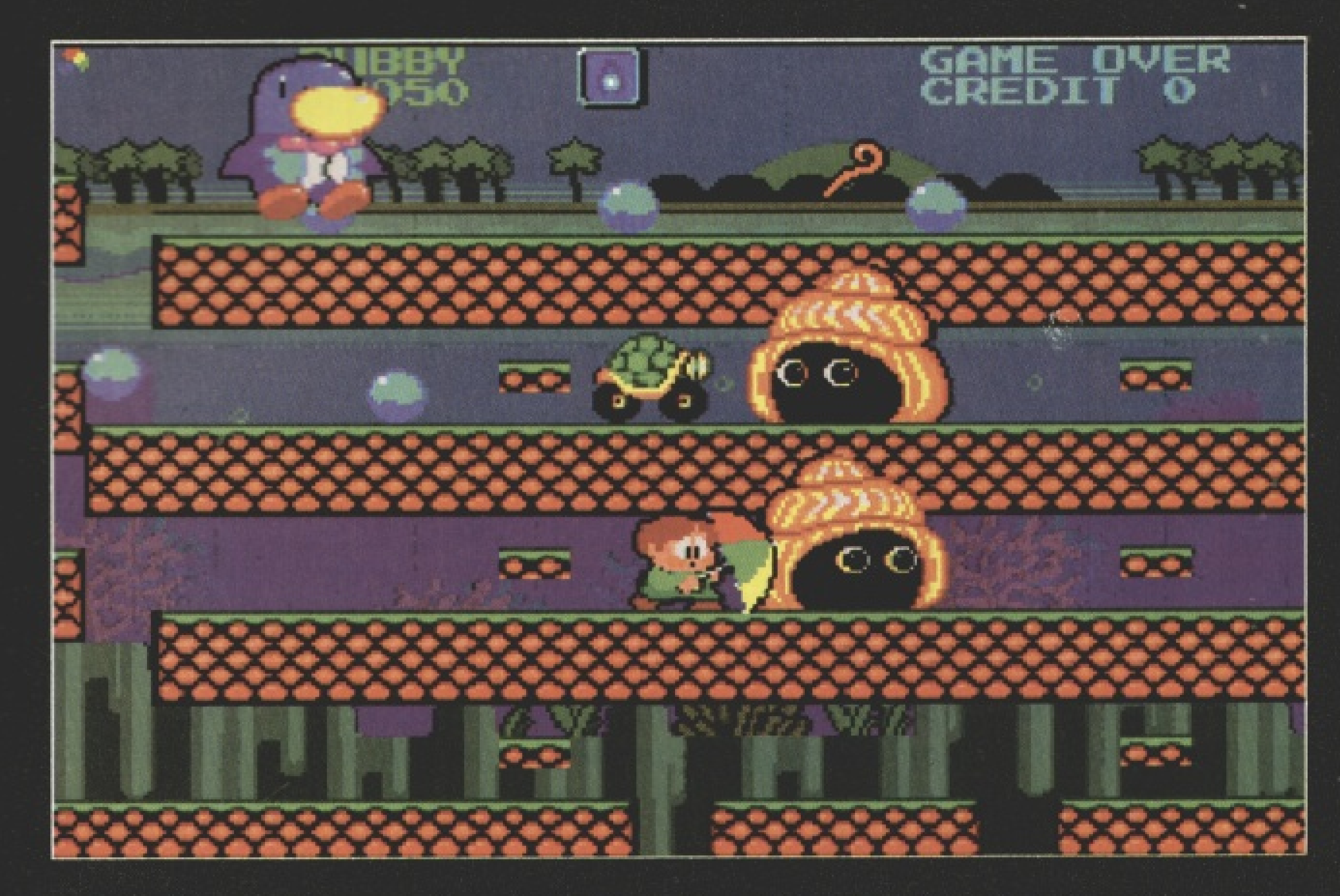














again. When on the move she'll keep in a straight line, only changing direction after she's paused for thought. Use this fact to keep her to the middle of the screen. Go to the left of the screen, climb to the second platform up and fire. As she starts to move again run underneath her and repeat the above from the right of the screen. Keep your brolly up and take your time.

WORLD 6

6-1 Go to the middle of the screen. Kill all the baddies within range and get the rest with star swirls.

6-2 Use star swirls again to escape to victory.

6-3 Stay in the corner of the screen and wait for the bad guys to come to you then use the star swirls to kill them.

6-4 Bit tricky this. Keep your brolly up and collect four drops and only four drops. Wait for the chopper to come down and zap it. Throw drops through the wall to get at the other chopper. Lay down fire on the top of the wall to see off the other two.

6-5 Drop fire through the hole in the middle of the screen. When the heat's off go down and finish off the rest.

6-6 Jump left and get the satellite and then the two planes. Wait until the coast is clear then drop down into the middle screen area. Kill the remaining baddies with star swirls.

6-7 Get the flask. Put your brolly up and stand in the middle of the screen. When the saucer stops moving get out of the way and drop fire on where it's falling. Don't drop fire then move as you won't have enough time to escape. Keep to the bottom of the screen.

WORLD 7

7-1 Collect a zap drop from above you, run left and then get a big zap. Use it and clean up the baddies.

7-2 Collect two drops, use the bottom gaps to get to the top of the screen and collect a big zap. Kill the big bots with it and clean up.

7-3 Keep throwing drops at the baddy until it goes green then use that to green the others and so on.





PARASOL STARS



to the bottom of the screen. Wait for the dragon to move towards the bottom-left. Move to the right and when the dragon reaches the bottom of the screen make you way to the top and start dropping water again. Repeat until the dragon is dead.

THE SECRET WORLDS

The three secret worlds are designed to test the mettle of advanced parasol wielders. If you've got that far then you'll know all there is to know about greening, decapitation and collecting, so I'll leave it to you to find the best way to complete them!

TWO PLAYERS

The above guide was written with the lone player in mind but Parasol Stars is an excellent romp for two as

7-4 Run to the middle of the screen, collect a big drop and use it to kill everything.

7-5 Stay where you fall, collect a big zap and kill the big bot. Tidy up before you move on.

7-6 Don't panic! Stay at the bottom of the screen and use star swirls to kill the baddies.

7-7 The boomerangs aim for where you were standing when they were fired so the best advice is to keep moving, try not to linger in the middle of the screen and keep your brolly up! The brolly may not protect you but it means you can fire off a star swirl at any time. Don't fire when you need to move and take your time. As soon as you've dodged one boomerang change direction to avoid the next and KEEP MOVING!

WORLD 8

8-1 Raise your brolly from the word "Go" to green the bats, ghosts and lizards. Dispose of them then pick off the rest from the below. Finally collect the star.

8-2 Kill off the nasty on the bottom first and try to throw it at the helicopter. Keep your brolly up as much as possible. Try to get the star. When the bottom is clear use the star swirls to get at the Dohs.

8-3 Kill everything at the bottom of the screen and avoid picking up the fire icon. Get the choppers by throwing four drops at them and then use one chopper to mop up the rest.

8-4 Very quickly jump and get the doll. Throw it at the Doh to your left and then throw drops at it. This is very hard and you will probably lose a life. Once the bottom Doh is dead use star swirls on the rest.

8-5 Clear up the bottom of the screen. Keep your brolly up as much as possible. Climb up the side of the screen to the top and when Doh is out of the way jump across and down into the pit and kill the spacemen. Collect a star swirl and kill Doh.

8-6 If you have two star miracle icons then kill the surrounding baddies and go and stand in the alcove opposite the one you started in. After ten seconds the third star miracle icon will appear killing everything. If you don't then kill the little nasties, keeping your brolly up, then collect a big fire drop and take it to the top of the screen. Wait for Doh and jump over his missiles. When he is close enough drop the fire in front of him and then go kill the chopper.

8-7 Go to the top-right of the screen and drop water on the dragon. Run to the left and drop down

BONUS ITEMS

On nearly every level you will get a bonus item of some kind. At first all you seem to get are red hearts, but as you play on you'll find you start getting some of the more interesting items. What is happening is that every time you score 100,000 points or more then another type of bonus item is added to the list of possible items you can collect.

Which item actually appears is determined by adding the second to last digit of your score (i.e. the 'tens' digit) to the position of the last object to appear in the list below. If you die then you're moved back down the list fifteen places. If you use a Continue then the pointer is reset to the beginning of the list. For example, if the last item added to the list of collectibles was the Blue Button and the 'tens' digit is a 4, then the next item to be added will be the Orange Jug.

When you restart a game the total of objects you can collect is kept over from the last game, so it is possible to see all the objects and not even get off Level 1!







well. The same basic techniques described above will get you through the levels but here are some useful additional points:

- You need to cooperate sometimes to scroll the screen the way you want.
- You can jump on the other player's parasol if it's up.
- You can throw the other player through walls.
- You can throw the other player through food spaces to milk levels quickly.
- If one player loses all his lives while fighting an end-of-world baddy and uses a credit to continue the baddy's energy is restored to half its full value (if it's below half). So, if one player dies it may be worth the surviving player finishing off the baddy alone and the dead player rejoining the action at the start of the next world.



	BONUS ITEM	WHAT IT DOES
0	Nothing	Nothing comes of nothing.
1	Red Heart	Carrots appear at the end of the level.
2	Running Shoe	Makes you move twice as fast.
3	Orange Heart	Beetroots appear.
4	Red Crook	Giant strawberry appear at the end of level.
5	Yellow Heart	Corn-on-the-cobs appear.
6	Orange Crook	Giant Twinky appears.
7	Blue Heart	Giant chicken drumstick appears.
8	Blue Diamond Ring	Bouncy baddy-killing star appears.
9	Red Jewel Ring	You get 500 points for every jump.
10	Bell	Like the lightning miracle, but only works five times.
11	Blue Button	Turns everything green.
12	Green Heart	Bars of chocolate appear.
13	Orange Button	Turns tiny baddies green.
14	Red 'PacMan' Heart	Works like PacMan's power pills!
15	Orange Jug	Turns food bonuses into money bags.
16	Rainbow Star	Makes you temporarily invulnerable.
17	Orange Cross	Baddy-killing lightning bolt appears.
18	Yellow Crook	Giant fruit salad appears.
19	Clock	Freezes the baddies.
20	Multicolour Star	Gives you an extra life.
21	Bomb	Explodes and kills all the baddies.
22	Blue-Tipped Staff	Dead baddies turn into money.
23	Red Cross	Kills baddies.
24	Gold Jug	Turns dead baddies into credits.
25	Blue Cross	Kills baddies.
26	Green Crook	Giant trifle appears.
27	Purple Book	Causes an baddy-slaying earthquake.
28	Blue Jewel Ring	Gives you 100 points every time you take a step.
29	Shades	Lets you eye up sexy girls without personal embarrassment.
30	Green/Purple Ball	Bonuses appear for a short while.
31	Yellow Jewel Ring	Every other time you put your brolly up you get 100 points.
32	Blue Crook	Large fries appear.
33	Purple Button	Turns everything green.
34	Blue Necklace	Causes a shower of deadly stars.
35	Violet Crook	Giant tomato appears.
36	Gold Skull	Kills everything.
37	Blue Book	Causes a nasty-knackering earth quake.
38	Gold Triangle	Gives you temporary invulnerability.
39	Blue Bottle	Takes you to a goodies-packed bonus screen.
40	Blue Clock	Stops time.
41	Purple/Pink Staff	Turns dead baddies into crowns.
42	Indigo Heart	Fish appear.
43	Blue/Yellow Ball	Gives you an extra life.
44	Blue Jug	Turns food into crowns.
45	Indigo Crook	Giant ice lolly appears.
46	Violet Heart	Giant sweety appears.
47	Red Bottle	Takes you to a bonus screen.
48	Orange Bottle	Takes you to a bonus screen.
49	Yellow Bottle	Takes you to a bonus screen.
50	Gold Jug	Turns food into credits!
51	Green Bottle	Takes you to a bonus screen.
52	Indigo Bottle	Takes you to a bonus screen.
53	Red-Tipped Staff	Turns dead baddies into credits!
54	Violet Bottle	Takes you to a bonus screen.

EYE OF THE

This great RPG is flying off the software shops' shelves faster than you can say "Ork". To help all those would-be Frodos out there, US Gold have compiled these smart 'start up' tips. Swords at the ready! Advance!

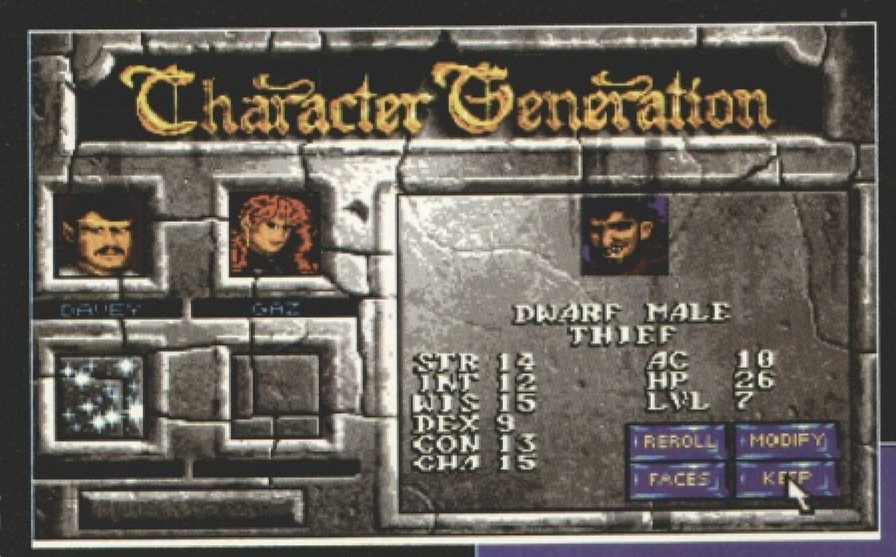
GENERAL ADVICE

Unless you have a VERY good memory mapping the game is essential (A4 paper with half-centimetre squares is ideal). SAVE your game at the start of each level and make a series of 'mapping runs' until you know your way around. If you get killed just return to your SAVEd game. Once you have an area mapped out plan a route through it and set off!

Remember to scribe every mage's scroll you come across into your spell book(s). If you find any extra scrolls keep them to scribe into the spell book of any mages who join your party later.

There is a chamber near the start of the Temple where you can resurrect your characters. Its magic only works three times so don't waste its awesome power. If possible avoid using it until you've begun to explore the upper reaches of the Temple, the Silver Tower and beyond, which is when you'll really need it.

Save your game often and use each 'slot' in the SAVE directory. There are a myriad of places in the game where you can become hopelessly stuck and having to retrace your steps from a distant SAVE point can be very annoying.



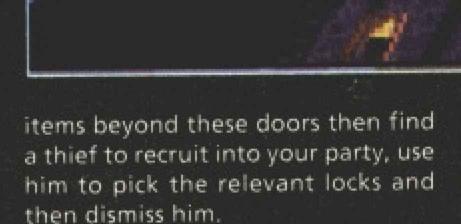
GENERATING CHARACTERS

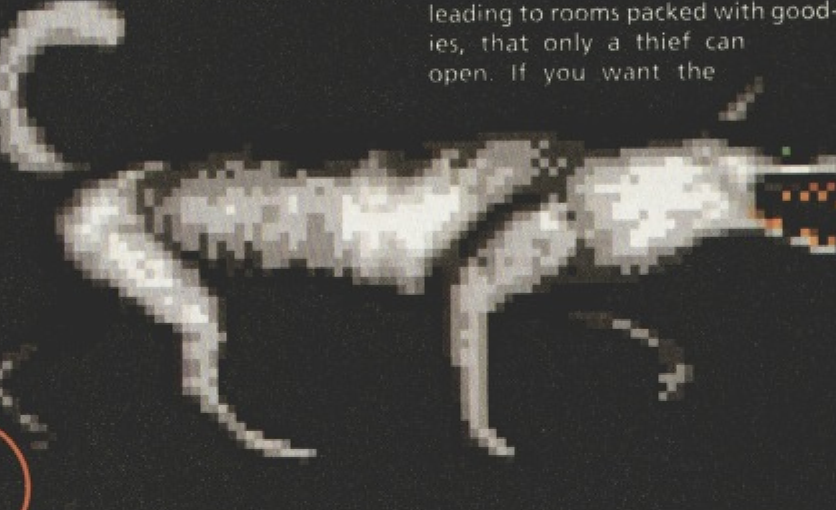
As experienced dungeoneers will know, it's advisable to have a well-balanced party made up of adventurers from each of the main character classes. You should restrict yourself to using single-class characters. Two human fighters, a half-Elf mage and a half-Elf cleric are pretty much ideal. There are no particular advantages to be had from choosing races other than human.

If you have to leave somebody out of the party then the thief is your best bet - you don't actually need one to complete the game. However, there are some doors, leading to rooms packed with goodies, that only a thief can open. If you want the items beyond these doors then find a thief to recruit into your party, use him to pick the relevant locks and then dismiss him.

If you're planning to transfer your party to any sequels to Eye of the Beholder 2 then you'll need to select a slightly different type of party. Try a human paladin, a dwarf fighter, a half-Elf mage and a half-Elf cleric. This should enable you to exploit any changes made to future games in the series.

There's no great advantage to using characters from Beholder 1. Such a party would be better equipped than one generated fresh in Beholder 2, however you'll find that the latter party will have higher hit points.





GETTING STARTED

Once you're into the game proper (i.e. you're taking your first steps in the forest) the first thing you should do is SAVE your position. This will prevent you having to go through the whole character generation malarkey again if your party gets killed off.

Next, select CAMP and get your mage(s) and cleric(s) to memorise and pray for spells, respectively. Initially select as many combat and healing spells as possible. The only other really useful spell at this early stage is Hold Person. Once again, SAVE the game.

Explore the woods fully, using this relatively safe opportunity to practice your mapping skills. The only area of note is a secret passage to the south-east of the wood. To reach it go, from your starting position, LEFT, LEFT, RIGHT, LEFT, LEFT, RIGHT and RIGHT again.

Pick up any rocks and daggers you come across and use them to attack monsters at a distance, where they can't do you any harm back. Also, equip your warriors with a second weapon as soon as you can. The extra



BEHOLDER 2





NON-PLAYER RECRUITS

On your travels there are six NPCs that can join the party, some of which are found as bones that have to be resurrected. They are as follows:

● CALANDRA is a chaotic-good female Human fighter (level 9). She has 76 hit points and can be found on Level 2 of the Catacombs, where she is injured and held captive. She is carrying: +1 helmet, +1 long sword, +1 shield, +2 plate mail, a spellbook, a skull key and some iron rations.

● TANGLOR is a neutral-good male half-Elf fighter/cleric (level 7/7). He has 53 hit points and can be found on Level 1 of the Silver Tower. He is carrying: +1 short sword, +1 shield, plate mail, a holy symbol and a dagger.

●AMBER is a neutral-good female Elf thief/mage (level 7/7). She has 36 hit points and can be found on Level 2 of the Temple, where she can be found as a pile of bones! She is carrying: magic dust and a letter to Khelben.

● INSAL is a chaotic-neutral male Halfling thief (level 6). He has 39 hit points and can be found on Level 1 of the Catacombs, where he is injured and held captive. He is not carrying anything of use.

● SHORN DIERGAR is a lawful-neutral male Dwarf cleric (level 8). He has 40 hit points and can be found on Level 2 of the Silver Tower, where he is held captive. He is not carrying anything of use.

● SAN-RAAL is a chaotic-neutral male Elf mage (level 8). He has 28 hit points and can be found on Level 2 of the Catacombs, where he can, like Amber, be found as bones. He is not carrying anything of use.

attacks per round are far more useful than the lower armour class which you get from carrying a shield.

Once you've fully explored the woods head for the Temple. But beware! Once you enter and begin to explore the door seals and you cannot leave again!

CONTROLLING AND FIGHTING

Beholder 2 is best controlled via a combination of keyboard and mouse. Moce around using the numeric keypad and fight using the mouse. It's also worth remembering that you can cast a selected spell using the SPACE bar.

Practice with your left hand to control movement while using the mouse at the same time to actually fight so that you can do both at the same time. For particularly tough monsters you will need to dodge continuously and just take the occasional swipe with a weapon. Unless you use this technique the final encounters in the game are virtually impossible to defeat!

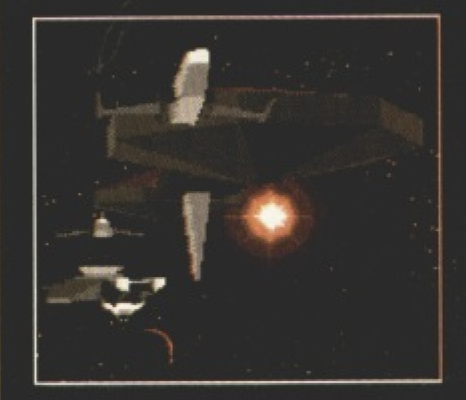




Hold your horses because in a few month's time we'll be starting the full blow-by-blow solution to Eye of the Beholder 2, complete with maps and everything. Golly.







EPIC



GENERAL TIPS

Okay, starpilots. Space is no place for the stupid and there are some important things you ought to bear in mind before you blast off into the void. So, strap yourselves firmly into your acceleration couches, perform a full systems check and then listen up good to the following:

- Use your faithful old lasers to destroy the smaller enemy fighters.
- Use the Star Trek favourites photon torpedoes to smash the larger enemy installations.
- For maximum damage try and get as close to your target as possibly can. Obviously for the moving targets - cruisers and destroyers and the like - this is easier said than done.
- On planetside missions flying high just exposes your pale underbelly and makes you a better target for the Rexxons' ground artillery. So, fly real low and hug the planet's surface tighter than a Durxian pleasure slave.
- Don't forget that you can refuel or re-arm your Epic craft at any time by hitting ENTER on the numeric keypad.

MISSION BREAKDOWN

Got that? Right, onto the missions then. Below is a brief guide as to what you have to do in each one. Follow the rules and you should have the Rexxons running off with their slimy tales between their legs in no time.

MISSION 1

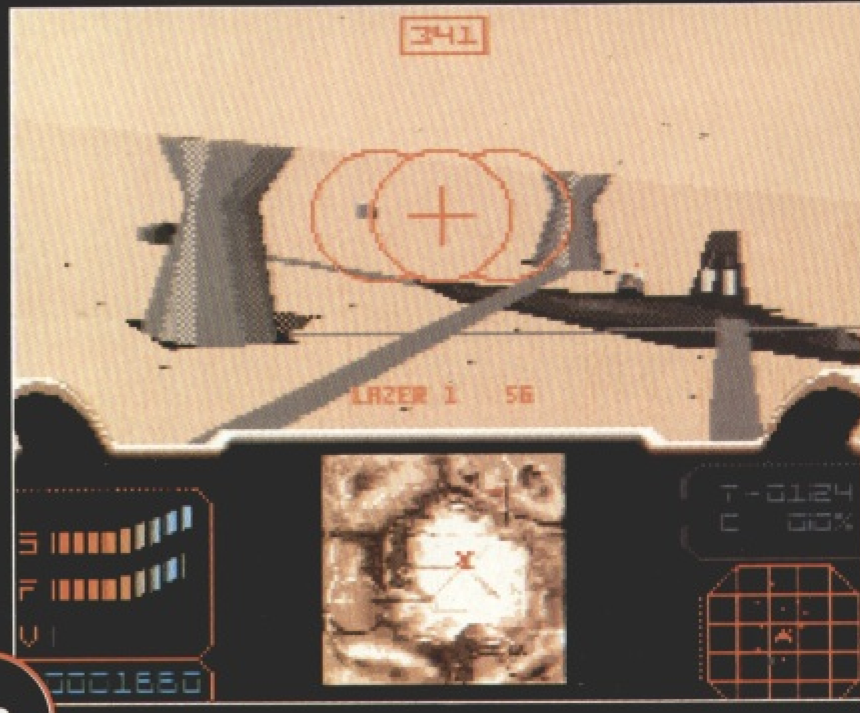
THE MINEFIELD

The time limit is the more important thing to keep an eye on in this part of the mission. Take too long and the Rexxon fleet will whip your - and the fleet's - butt. Destroy the mines by zooming right up to them and letting rip with your lasers. However, if time's getting a bit tight switch to torpedoes to speed up the process.

You have to achieve a 100% damage rate before you can even think about heading for the planet. If, by chance, you make your way through the mines without getting the 100% rating then you'll have to turn back and pick off some more. There's also a Rexxon ship doing the rounds that needs to be sent packing. Once you get 100% the rating will go green. Swing your ship around so that you're heading towards the planet and fire your boosters. Once the rating goes red, you know you've completed this part of the mission.

THE TRACKING STATION

Check your scanner. The big purple dot in the centre of the map is the tracking dish and has to be destroyed - eventually! It's protected by an impregnable forcefield impervious to attack from any weapon, even the Epic weapon. Now locate the purple target dot towards the top right of the map. This is the generator which generates the field. It's housed in two large buildings, both of which need to be destroyed before the field deactivates fully. Once the generator's destroyed, mash the tracking station at your leisure.







MISSION 2

C.P.U. AND SPACE PORTS

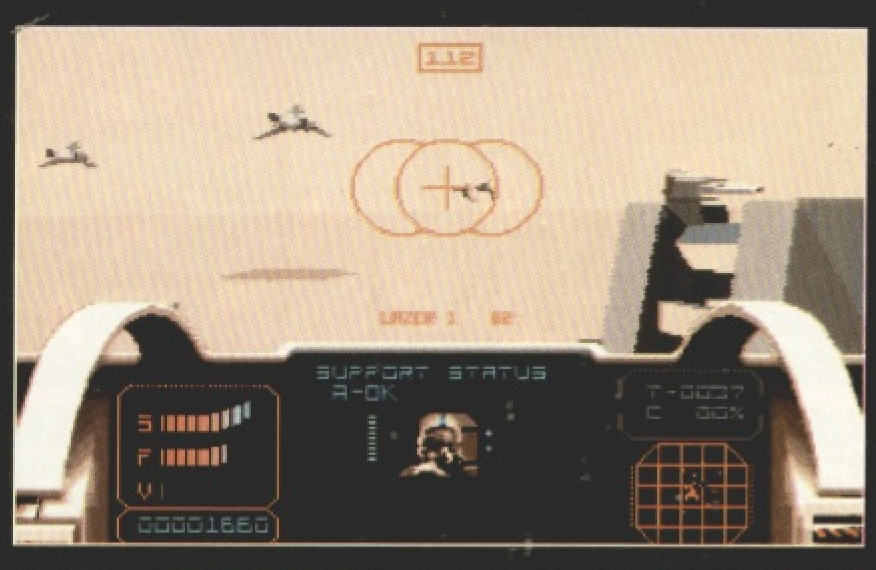
On reaching the planet use your scanner as reference to fly towards the centre of the map. Once there, scout around until you locate the road system. The roads act like the spokes of a wheel radiating from a central hub. Follow one of these roads to its end (travelling away from the hub) and destroy all the large buildings you find there. Fly back along the road to the hub and fly down the next road to your left. Repeat this until the all-important damage rating of 100% is racked up. Although there are five roads to travel down, not all of them have to be explored to achieve the 100% rating.

THE MINING COMPLEXES

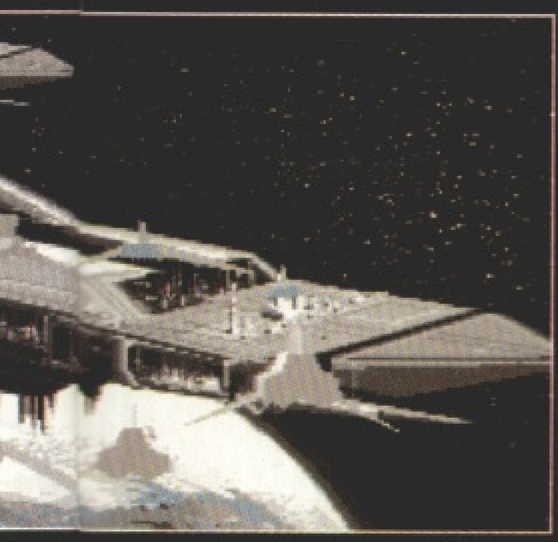
The big percentage damage marks on this part of the mission comes from blasting the MCPs. These are tall octagonal buildings which turn black when destroyed - and remember to smash the top bit as well! You should be able to track down about three of these buildings. To find them, follow the double road (not the monorail) that runs around the central complex. Also useful for upping your score are the low octagonal buildings with white 'smoke' coming out of the top of them. If you're really desperate for the odd 1% then there are plenty of Rexxon fighters to shoot down.

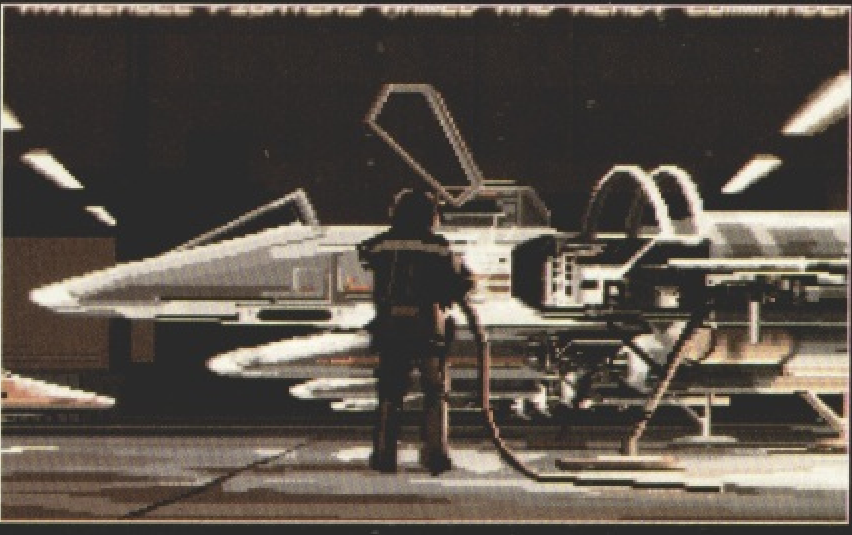


The One must have the fastest tippers in the Universe! Epic's only been out a week as I write this and we've already had this great mission guide sent in from a team of tippers lead by 'General Jastim'. Greetings from the Killzone, General - you and your men will be rewarded for your sterling efforts!









MISSION 3
"GLORY"

Finally you get to take part in a major space battle! Again, the key to completing the mission is achieving a 100% damage rating by shooting down enemy ships. You'll be able to spot these by their downward pointing wings, blue canopies and orange markings. Try to seek out the larger ships (i.e. those with 'necks') as they reward you with a higher rating. Again, try to get as close as possible for the best results. Pressing the HELP key tends to point you towards the larger bulk cruisers, but only tackle them if you're feeling brave enough. Try to concentrate on eliminating waves of enemy ships rather than individual craft. To locate them at a distance keep an eye out for their afterburners which show up as orange dots.

CODE 1
To skip everything up to and including Mission 3, enter PYXIS as the entry code at the beginning of the game after you've typed in your name and callsign.

MISSION 4
THE MAGMA CANNON

Once planetside, check out your scanner map and head for the two little black dots near the top of the map. Use the HELP key to get a bearing on the target (you should find it's about 210°). Keeping low, follow this bearing and destroy the cannon. DON'T mistake steely-looking mountain tops for the gun and ignore the enemy fighters because time is precious.

MISSION 5
"GALACTIC STORM"

After "Glory", this is the second big space battle with the same success criterion as before, i.e. get a 100% rating by shooting enemy ships. Concentrate on blasting the big 'uns as you just don't have the time to mess with the little leaguers. Follow the same callsign as for Mission 3.

CODE 2
To skip straight to Mission 6, enter FORNAX as the entry code.

MISSION 6
THE COMMAND CENTRE

The target is almost directly straight ahead on the map. Once again, use the HELP key to get a heading and look for the purple target dot on the scanner. This is your objective. Find it and destroy it.

MISSION 7
"THE MOTHER OF ALL BATTLES"

Although this is the penultimate battle, it's actually a lot easier to complete than the other space wars because there's plenty of time, some of which you can use to go sight-seeing. Use the same tactics to achieve victory as the other missions.

CODE 3
The skip to the beginning of Mission 8 enter CORVUS as the entry code.

MISSION 8
THE COMMAND SHIP

Use HELP to get a heading and fly in that direction. Eventually a large purple target should appear on the scanners - fly to it. Eventually you should find the Rexxon Command Ship. Select the PHOTON 1 weapons (these are the self-targetting mission) and use them to shoot the ion vent (the little yellow box) above the ship's engines. Once hit, a message should appear on-screen instructing you to use the COBALT weapon. Fly away from the Command Ship to a reasonable distance before using it. Once used, run like Hell to escape the ensuing explosion.

AFTERMATH
The Rexxon Fleet lies in tatters and mankind is saved. Or so it seems. But the Rexxons are a wily bunch. They will return...

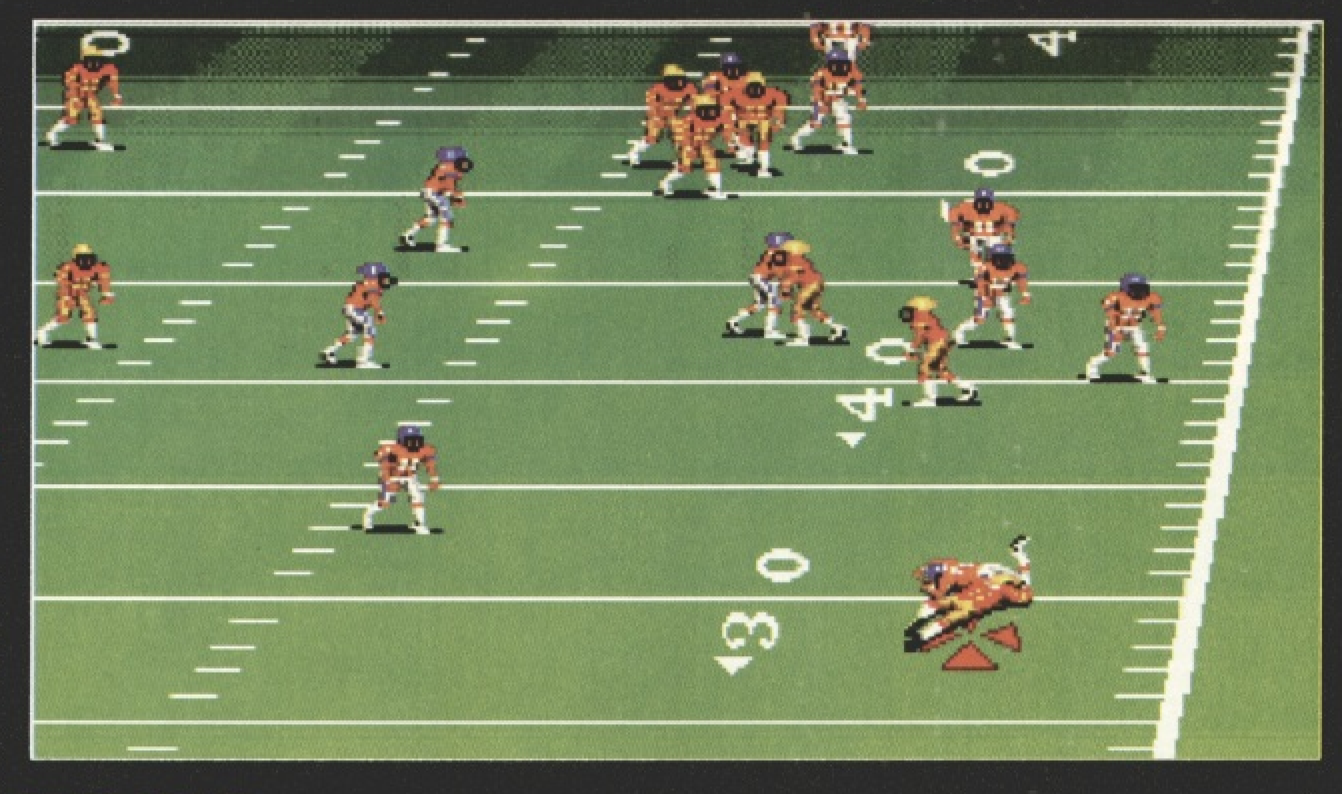


JOHN MADDEN AMERICAN

GENERAL TIPS

- Always keep an eye on the game clock. It sounds obvious but a lot of people forget about it. Timing that all-important plays right can mean the difference between winning and losing.

- Use your time outs wisely, especially if you're getting near to half- or full-time.



ON THE OFFENSE

USING AUDIBLES

Utilise audibles as much as possible - it's almsot impossible to reach the top without 'em. Select a deep passing play with a formation and set that will fool the computer into thinking that you're about to attempt a long bomb (for example, HANDS and SHOTGUN). Then choose the team's best running audible before the snap. You can often fool the computer this way, but take more care when using 'em against a less-gullible humanoid opponent.

The same can be done with passing plays in audibles. Select a formation and set to fool the computer into thinking that you are going for a running play (e.g. BIG GOAL LINE) then at the line of scrimmage choose the team's passing audible.

FIELD GOALS

When attempting a field goal, always boot the ball with maximum power. Some kickers are of the poorest quality - sometime their foot'll even slip off the ball at low power!

FAKE FIELD GOALS

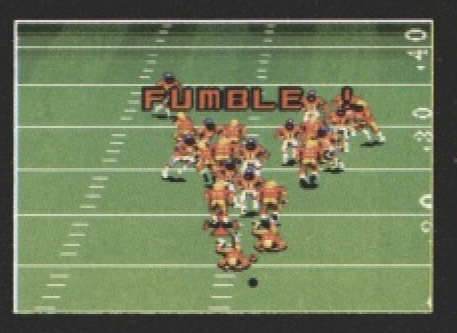
If you're on the fourth down and too far away to attempt a field goal then, assuming you're good at passing, go for a fake punt... Passing is the key to winning a game quickly but it can also be your falldown if you have naff receivers. Fake field goals are also pretty useful if you really need the points - but only use them as a last resort.

RUNNING WITH THE BALL

When you're in a running play or your receiver has the ball and is running for a touchdown then, if a defensive player is closing in to tackle you, run upwards and at an angle (i.e. UP LEFT or UP RIGHT) so as to run away from the defensive guy. Then, as soon as the defensive player dives, change direction (i.e. if running up and left then change to up and right) and give your man some 'Ooomph!' (hold down FIRE). This way you have a good chance of breaking the tackle. Some times the tackle will miss you all together!

If you're running with the ball and you're about to be tackled but can't do anything about it then try spinning around. This may shake the tackle. However, only try this if just one defensive guy is around - any more and you're in deep do-do.





A GOOD PUNT IS ALWAYS NEEDED

Always punt to the far left or right end of the field, never straight. This confuses the receiving team.

PASSING PLAYS

When passing, really concentrate on the receiver windows and make sure you pick the right guy to throw to. The guy who is free or ahead of the defensive pack may not always be the ideal person to pick. Watch those distance meters!

Always remember that the longer the throw, the harder it is to catch. The target on the ground (which indicates where the ball is about to land) is less accurate for longer lobs.

When catching the ball, place the receiver over the target and hold the FIRE button down to catch. If you're



Hut-hut-hut! The crowds have been going wild over Electronic Arts smashing sports sim. Prime candidate for some top tipping, you may think. And you'd be right...

FOOTBALL

not going to make the target because some defensive geezer is in the way then go for the dive!



IN DEFENSE

USING AUDIBLES

Audibles are still useful, even if you're playing in defense. If the offensive team suddenly calls an audible take a look at their formation and try to work out what may be about to happen. A passing play, perhaps? Or maybe a running play?

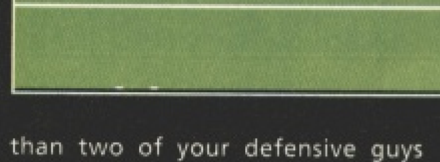
Sometimes you can confuse the offensive line by setting up a formation then calling an audible to change it - the offensive team then has to re-work its strategy.

LINE UP AT SCRIMMAGE

Select a good strong formation. Manoeuvre a player from the centre zone to the line of scrimmage and into a gap between two men. This will push the players along the line of scrimmage and you'll find that this often upsets the offensive line, allowing you to slip through to sack the quarter back. Remember to position the player under your control so that he's ready to break through if a gap forms in the offensive line.

STRIP THAT BALL!

Always try to strip the ball from the offensive team is there are more than two of your defensive guys around. It does work!



ONSIDE KICKING

Practice hard at achieving an onside kick during kick off - it always help if you can gain possession again straight after a touchdown! Some teams are better at achieving an onside kick - success all depends on the weather and the ability (or otherwise) of the kicker.

PLAYING DEFENSE

If you're playing the computer and it chooses a running play, DO NOT tackle the ball carrier. Instead, run in front of him. He'll try to run around you and when he does block his change of direction. He'll then try to run backwards in an attempt to find a new approach. Keep this up and you can push his yardage loss right back...

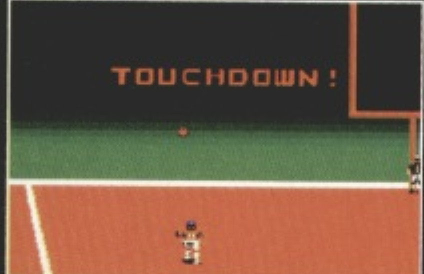
CHALLENGES!

Gary Roberts, the programmer of JMAF, lays down the gauntlet to The One's readers with these two tests of your football-playing mettle:

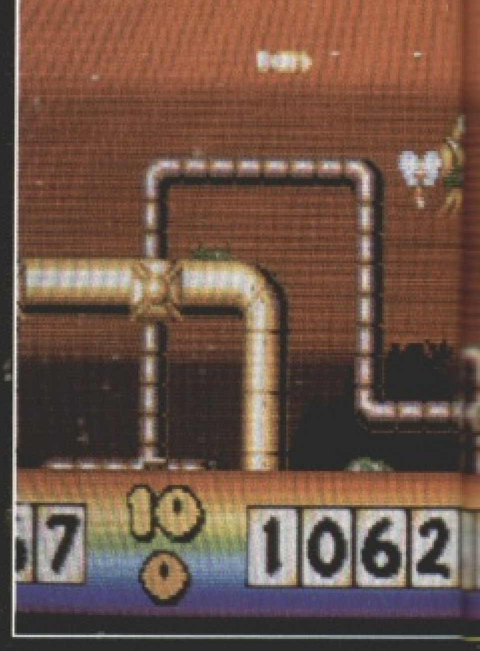
1 Play any team except the ALL MADDENs, who you put under the computer's control. If you then manage to score over one hundred points then you can consider yourself a truly excellent player, worthy of joining EA's in-house game testers!

2 Play as ATLANTA. If you can take them to the SuperSunday AND win, then you ARE good!





SNIP TIPS





CASTLE MASTER
Domark/Hit Squad

Once you're into the game, press SHIFT, L and then tap the right mouse button roughly 20 or so times until you hear a funny noise. Ahead of you you'll see four boxes which have magically appeared - shoot either of them for infinite lives, all ten keys, the end sequence or rock travel.



HORROR ZOMBIES FROM THE CRYPT
Millennium/GBH

'Horror' is just about the right word to describe this rather horrific game. It's tough, too. So, during play, type CHEATMODE and then use F10 to skip levels.



GOLDEN AXE
Virgin Games/Tronics

Play in one-player mode but make sure you've got another joystick in the second joystick port. When you die press FIRE to get three extra lives.

JAMES POND
Millennium/GBH

On the first level free all the lobsters as per normal and then approach the entrance pipe. Just to the left of it you should see a green rock sticking up. Go over to it and pull yourself down on it. Wonder of wonders, you'll find yourself on Level 6!



LOTUS ESPRIT TURBO CHALLENGE
Gremlin/GBH

For instance qualification every time no matter how cacky you are at driving, select a two-player game and type in IN A BIG COUNTRY for Player One's name and FIELDS OF FIRE for Player Two's name. For something slightly different, try MONSTER for Player One's name and SEVENTEEN for Player Two's name to enter a bonus game called Dux, a simple shooting gallery affair.





MANCHESTER UNITED
Krisalis/GBH

Some interesting little snippets of information here. Try pressing the LEFT mouse button during any match to go into the two-player mode. The opposition will turn rubbish making even the toughest team easy to beat. Also, for the more insane out there, press CONTROL and ESCAPE during any game to lose 5-0. Hmmm, very handy.

PANG
Ocean/Hit Squad

Just bought this game on budget and fed up of getting your balloons busted already? If so, type in WHAT A NICE CHEAT on the map screen. If you've done it properly the screen should go purple and you'll be able to start from any level.

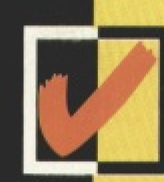
SHADOW WARRIORS
Ocean/Hit Squad

Press CONTROL, ESCAPE, F2, 5, C, J, HELP, V, right ALT and the left bracket key and the small ENTER on the numeric keypad. The bottom of the title screen should flash purple. Now tapping HELP lets you skip levels while hitting 1 or 2 will give the respective players more energy and Q makes them invincible.



MONTY PYTHON'S FLYING CIRCUS
Virgin Games/Tronics

On the high-score table type SEMPRINI as your name to restart the game on any level previously reached using the cursor keys.





TITUS THE FOX
Titus

Last month we gave you maps, this month we give you passcodes to this smashing platform treat.

Level	Passcode
LEVEL 1: ON THE FOXY TRAIL	2625
LEVEL 2: LOOKING FOR CLUES	8455
LEVEL 3: ROAD WORKS AHEAD	2974
LEVEL 4: GOING UNDERGROUND	4916
LEVEL 5: FLAMING CATACOMBS	1933
LEVEL 6: COMING TO TOWN	0738
LEVEL 7: FOXY'S DEN	2237
LEVEL 8: ON THE ROAD	5648
LEVEL 9: HOME OF THE PHARAOHS	6390
LEVEL 10: DESERT EXPERIENCE	8612
LEVEL 11: WALLS OF SAND	4187
LEVEL 12: A BEACON OF HOPE	1350
LEVEL 13: A PIPE DREAM	9813
LEVEL 14: GOING HOME	5052
LEVEL 15: JUST MARRIED	2045

TURRICAN 2
Rainbow Arts/Kixx

Use the HELP key to call up the music menu. Press 4 to stop the music and then hit 2. After listening to the music for about ten seconds press ESCAPE twice to get infinite lives and power. If this doesn't work, try pressing SPACE twice on the title screen before entering the sound test. Then press 1, then 4 and then 2. Now hit ESCAPE twice again.

VIZ
Virgin Games/Tronics

Bit saucy, this one. On the character selection screen, type in WHAT A GREAT LOAD OF BOLLOCKS (and if you've played the game you'll know what they mean) and then press any number between 1 and 5 to skip to that level.

GAMES SURGERY

Doctor Upchurch is in. Please take a seat and wait to be called in. Mr Philpott, the doctor will see you now...

To the Doc,
Could you please give me a cheat from Project X? It's very tough.
Thank you, David Philpott, Pontefract.

I've spent many hours in consultation with Team 17's eminent shoot-'em-up expert Martyn Brown who has been studying this common complaint for some time. I'm afraid the news isn't good. Apparently there are absolutely NO cheatmodes in this game. Sorry.

Dear Doctor,
I need help on HEIMDALL. I am on the final island of Midgard but am unable to complete the quest as I keep getting killed by the wizard/monkey man. Do you know of a cheat to restore energy or make fighting easier?
Yours faithfully, Nigel Plant, Norwich.

Heimdall is a particularly persistent complaint with many of my readers so I'm glad to be able to print a solution of sorts. There isn't an infinite lives or level skip cheat, sadly. However, if you've just had your party killed off then select the SAVE GAME option right at the beginning of the game (when you get to choose whether to play the arcade games or not). Then, when the prompt asks you to insert your SAVEd game disk, click on the NO option. You'll find yourself back on the items screen with all the crew, weapons, magic and sundry other goodies you had before you died. Good day to you, Mr Plant.

Dear Doc,
Could you please help me with two problems? First, are there any passwords for MAGIC POCKETS? Secondly, what are the passwords for GODS? It would be great if you could help me.
Thanks, F. Stewart, Broughty Ferry, Dundee.

Yes, it would be 'great' if I could help you, wouldn't it? Unfortunately, to answer your second query first, I'm sorry to say that there aren't any passcodes for Gods. The game program randomly generates a code and saves it to disk, so that every player has his or her own set of codes. I'm afraid the only thing for it is for you to play better!

However, the outlook is slightly brighter as far as Magic Pockets is concerned. There aren't any passcodes but there are secret ways to warp to later levels, although they do require a certain amount of knowledge about how the game works. Anyway, as related by Steve Kelly, my learned colleague and games consultant at the Bitmap Brothers, the warps are as follows:

WARP TO LEVEL 2 FROM LEVEL 1
You have to enter the first secret room via the transporter helmet (an easy thing to do, as there are silver and gold stars halfway into the section). Before you enter the secret room you must do one of two things: (a) make sure you kill count is at zero (i.e. the next nasty you trap and burst'll produce a sweety worth 100 points); or (b) produce and collect one silver star.

When you have either of the above, enter the secret room by picking up the transporter helmet. There you'll find a gold star, a cup, a 5000-point fruit and a bat. If you've just picked up a silver star (i.e. used method (b) above) then grab the gold star and use the transporter helmet that appears to warp away. Otherwise, bubble and burst the bat to get a silver star, then grab it followed by the gold star for the same result.

WARP TO LEVEL 3 FROM LEVEL 2
Again, transporter helmets are the key to success. On Level 2 you'll find a sweety machine, a silver star and a Venus Fly Trap. DO NOT KILL THE FLY TRAP as it is the key to the warp. First, produce five sweet and jump over the Fly Trap as it comes towards you. Go and get the silver star. You'll notice the Fly Trap eats the sweeties instead of attacking you. The idea is to let the Fly Trap eat at least ten sweets (by producing them from the machine) then trap and burst him to produce a gold star. Collect the star then the transporter helmet.

WARP TO LEVEL 4 FROM LEVEL 3
Nice and easy, this one. Simply walk along until you get the diving helmet and return towards the start of the section. Along the way enter all the watery areas. In the first 'pool' you'll find a 5000-point bonus, in the second a 10,000- and 15,000-point bonus and in the last one a chalice and a transporter helmet. Collect the chalice, then the helmet and warp away...

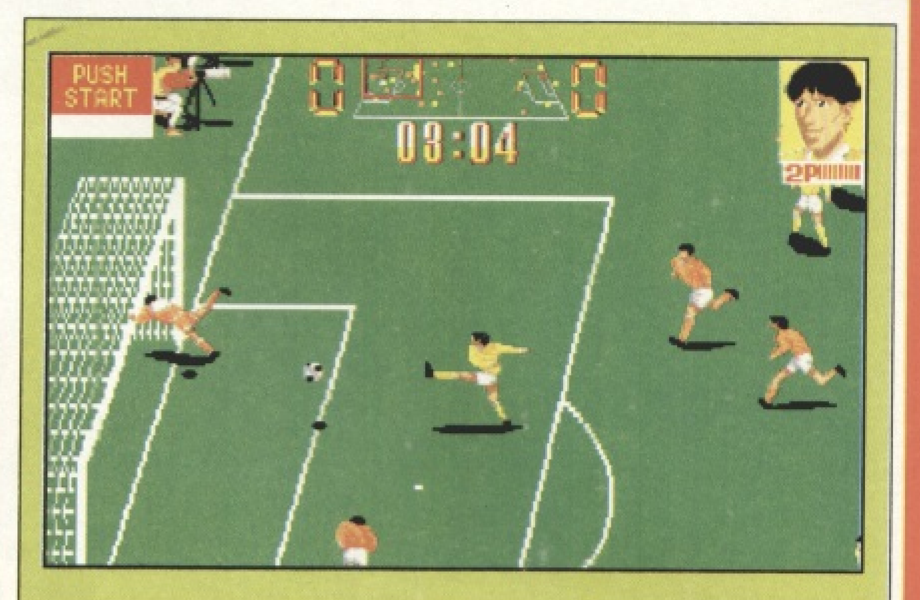
WARP TO LEVEL 1 FROM LEVEL 4
Somewhere on Level 4 there's a way to 'wrap' the game back to the beginning but much, much harder. If you're that much of an addict then I'll let you find out how to do it for yourself!

My, my. After that lengthy consultation I feel in the need of some, er, 'refreshment'. Purely medicinal, of course. Nurse, put my calls on hold and inform all those patients in waiting room that I am unable to see them today. Glug, glug. Ah, bliss.....

THE SURGERY IS NOW CLOSED
If you wish to make an appointment to see Dr Upchurch then please give full written details of your ailment and send them to Dr David Upchurch, Games Surgery, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Dr Upchurch regrets that due to a severe and rather tragic drinking problem he is generally too sozzled to deal with calls over the telephone. The old soak.

KILL ZONE

(Right) As usual, the player himself has no direct control over his keeper, relinquishing control to an automatic goalie. Were the keeper blessed with similar skills as his equivalent Kick Off netminders, this would be fine. The fact that they have an annoying tendancy of leaping into the back of their own net at the most inconvenient moments will force the player to tighten up his defense if nothing else. This goal-losing lack of realism is countered somewhat by the keeper's superhuman vertical take-off abilities, allowing him to pluck balls from the air with as much ease as he would were he the Rocketeer.



European Football Champ

Hot on the heels of the remarkable Sensible Soccer comes European Football Champ, the first half of Domark's terrace-orientated double. This time the accent is firmly on action. Jim Douglas is the first out of the tunnel.

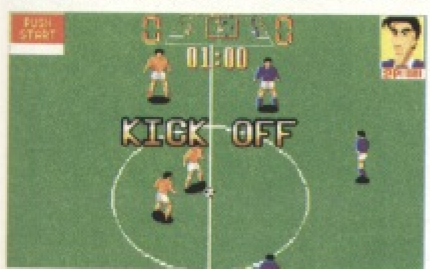
It's clearly Domark's intention, with both this action-fest and the more strategic Championship Manager due on the shelves at the same time to clean up in the inevitable period of soccer frenzy surrounding the European Championships. Euro Football champ is clearly intended to please the less cerebral soccer nuts in the market, with the player (plus an optional friend) simply doing his best to put as many balls in the back of his opponent's nets before the time limit - adjustable depending on your taste from 1 minute to 90 - is up. There's no team selection and no management. Just pure up-the-park fun.

Having selected which Euro team the player wishes to control, he has the option to select a single star player for his side. This player is blessed with super skills and performs notably better than the others on the team. Obviously it's important to ensure that the star player has as much possession of the ball as possible.

An interesting feature is the close-up, which, after especially thrilling moments like goals etc, gives a blow-up of the screen and the chance to inspect the player's animations at close range. The result is a stylish yet rather blocky affair.

And that, my dears, is the long and the short of it. The proof of the pudding, of course, is in the eating. So let's see how it plays, yes?





The poor old portly ref has a hard time keeping tabs on such a highly tuned team of hard ball players. So much so, in fact, that the slightesty knock will have him face down in the dirt. Smart players will use these moments when the ref is either too busy looking the other way or picking grass out of his teeth to chin the opposition. If the referee doesn't see it, it's not a foul.

Euro Football Champ is not the most sophisticated soccer game in the world. Certainly so far as ball control goes, it's a bit of of a flop. The players have a total of two kicks available to them, one being a straight boot and the other being a chip. Aftertouch? Forget it! Thankfully, since all the other players have the same lack of ability, there's no particular disadvantage, and while at first it seems a touch like the players are as well equipped as a one legged man in the proverbial arse kicking competition, it's not insurmountable. Unfortunately, the lack of finesse means that goals are scored in very similar style time and time again. In particular, chipping the ball from the edge of the box.

THE VERDICT

It's unfair to compare European Football Champ to the likes of Kick Off or Sensible Soccer. The original coin-op had none of the flair of either game, so its unrealistic to expect what is basically a straight conversion to have magically developed new levels of finesse in its trip onto the Amiga. While it's true to say that the control afforded to the player is of a decidedly bare-bones nature, the fact that both players are endowed with equally basic moves doesn't actually harm the feel of competition. Instead, it just means that the game forms a rather remorseless, slugging pattern of chips and punts. Indeed, it was exactly this lack of complexity which probably made the coin op a hit. You can pick up every skill you'll need to employ in an entire season in just a couple of seconds.

Judged on this level, Euro Champ is fair, but by no means great. An indicative example of the rough edges are the goalies, who will either perform superhuman saves or be absolutely crap, entirely dependent on luck and doing little to make the game seem particularly fair. Even the flawed original didn't seem this erratic.

Those familiar with the coin-op will know pretty much what to expect. If you're expecting any sort of furthering of the computer-soccer genre, forget it.



Publisher: Domark
Developer: In-house

£25.99 Out Now

Joystick

MEMORY	DISKS
512K	1

GRAPHICS	70%
SOUND	68%
PLAYABILITY	69%
LASTABILITY	68%
OVERALL	69%



(Left) Creatures you meet will do one of two things: attack you or talk to you. You can generally tell when something's going to attack from its appearance - after all, you wouldn't expect a dragon to engage you in witty and amusing banter would you? Conversations are pretty limited at the best of times, anyway - you can't actually ask anybody anything, you simply walk up to them and if they know anything of interest to you then it'll appear in a text box at the bottom of the screen.

ISHAR

Legend of the Fortress

They're going bonkers over this Silmarils' RPG in France. Another case of too much onions n' garlic frying their brains or are they on to something this time? David Upchurch dons beret to find out...

Long, long ago, the land of Arborea was saved from the clutches of the evil Morgoth by the valiant Jarel, Prince of the Elves. With Jarel's goodly backside on the throne all was sweetness and light. In an effort to banish the dark memories of Morgoth from the people's minds Jarel decreed that Arborea be renamed Kendoria. Life was good.

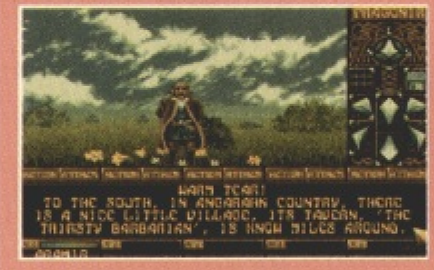
Then, one dark day, Jarel was tragically killed in a hunting accident. Chaos descended upon the country - brigands and foul creatures invaded the country, terrorising the peaceful Kendorians. Taking advantage of the confusion and unrest the malevolent Krogh, a powerful sorceror, erected the vast citadel of Ishar on the land's borders and is now using it as a base to spread his foul influence over the whole of Kendoria.

A hero is needed. Someone who will venture to Ishar. Someone who will penetrate its labyrinthine depths. Someone who will find and slay the mighty Krogh. Someone... well, a bit like you, I guess.

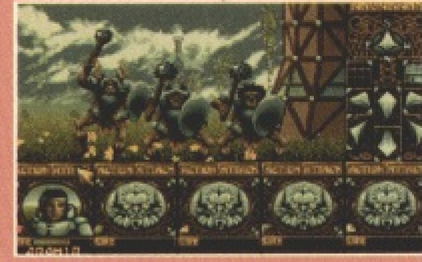
Ishar is, as you might have already guessed, a pseudo-sequel to Silmarils' earlier RPG Crystals of Arborea. As is becoming pretty



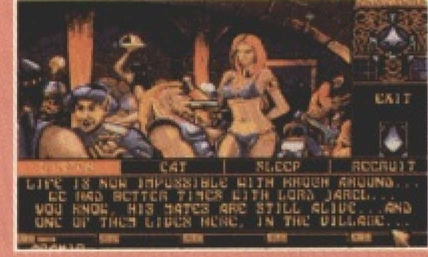
The brave and bold Aramir sets off on his quest to rid Kendoria of the attentions of Krogh. But first things first, Aromir must find Ishar, Krogh's seat of power. But Kendoria's a big place. Where to start looking?



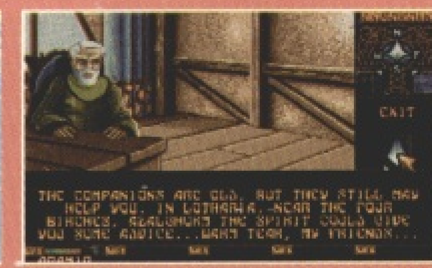
In the distance you can just make out a hazy figure. Approaching you see that it's kind-looking little man. He doesn't have a lot to tell you apart from the directions to a pub in the nearby village of Lotharia. Oh well, it's a start, isn't it? And pubs are always good for gossip.



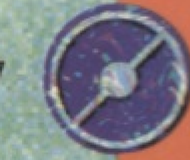
Entering the village you are immediately attacked by this trio of ugly goblins. Their surprise attack catches you seriously off-guard and they get a couple of telling blows in before you can retaliate. However, these brigands are no match for your brilliant swordsmanship and you soon have them lying in bloody slices on the floor.



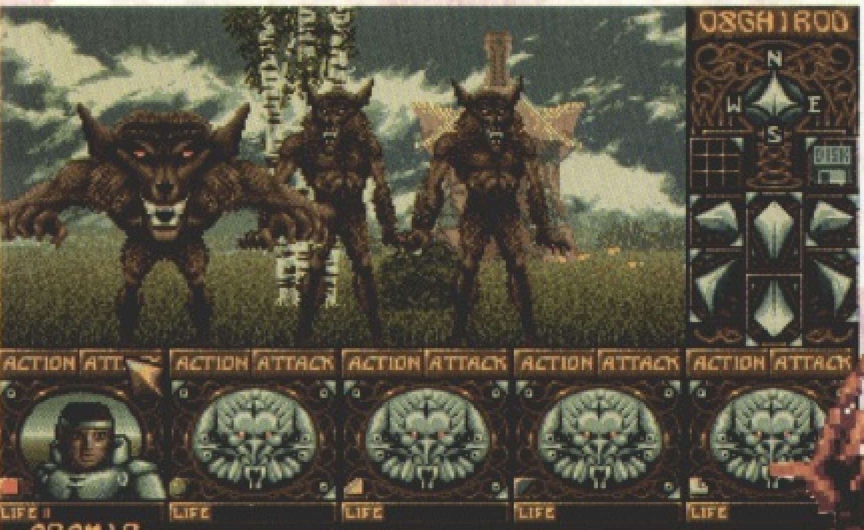
Slightly wounded you eventually locate the pub. Huddled inside is what appears to be the whole of the town's population, drinking and chatting. Listening in on the local gossip you discover that one of Jarel's former aides lives in this very village! Hmm, perhaps he can help? But before you set off it might be wise to invest in some food and a good night's kip to restore some health.



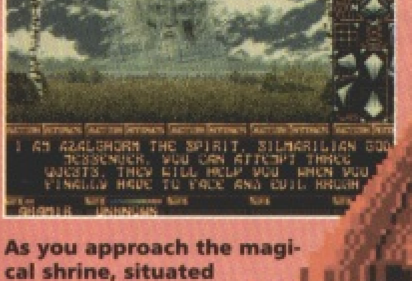
Feeling fitter and healthier you leave the pub and find the Jarel's mate. He is an old man now and sadly refuses to join you on your quest. However, he does offer you directions to a magical shrine where you may talk with Azalhgorm, the spirit messenger of the Silmarilian gods. He must be able to help, you think. I mean, let's face it - if he can't, nobody can!







much par for the course with RPGs these days, all the action is viewed in first-person 3D. There's plenty of all-out monster bashing to be had, as you might expect, but the main thrust of the game comes from solving the quests and errands that you are set by various Kendorians in order to find the mystical items you'll need to defeat Krogh.





As you approach the magical shrine, situated betwixt four birches, the ghostly face of Azalhgorm appears. The ethereal messenger gives you three quests, designed to help you defeat the all-powerful Krogh. All very well and good, but he doesn't actually give you any advice as to how to get started on any of them. You're on your own now...

(Left) Most cities or towns have some form of shop in them. Here you can buy extra weapons, new or better armour, food and spell components. Just what and how much you can buy depends on how much gold you've got, of course

(Below left) Fighting is simplicity itself. Make sure that your warriors are holding a weapon in their right hands then click on the Attack icon to get stuck in. Spells are slightly trickier in that they have to be prepared earlier by writing them down on parchment but are just as easy to use in combat. Your party can be arranged in a variety of marching formations, so that the weaklings can be kept to the back out of harm's way.

THE VERDICT

Although Ishar's 3D system is, by and large, bog standard - the player can only move in the usual four directions and the screen updates in 'chunks' - there are some tweaks that lift it well above par. In forests and woods, for example, there's a great sense of depth and a real feeling that you're moving through dank undergrowth. The hordes of monsters are also a lot better animated than those typically found in this sort of game, which makes the task of fighting them all the more involving and exciting. Sound is used well too, especially in the dungeons where the groans and howls of the inmates echo through the cold stone corridors - very eery! One of Ishar's best aspects is that it's a lot more focussed than most RPGs of its ilk.

Since the gameplay centres around completing quests the game can often play more like a murder mystery than a hack n' slash RPG, with the player having to hunt for clues and hints in order to progress. Having an immediate goal to aim for helps sustain interest, although there can be times when you lose the thread of what's going on and have to mill around to pick it up again.

Silmarils is to be congratulated on trying something a little different and personally I thought this much better than Eye of the Beholder 2 and those games typical of this genre. It's not as straight forward but if you're willing to put in the effort it's far more rewarding. Don't pass this one by - it deserves to be a hit.



ISHAR LEGEND OF THE FORTRESS

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E&OE





Treasure chests descend from the heavens from time to time, offering all kinds of wondrous goodies. Once broken open with a few shots, the contents leap out for you to pick and choose from. There's a selection of both good and bad bounty - smart bombs, shields, extra time, lives and energy are the predictable positive ones, but a lot more imagination has gone into the conception of the negatives. For example, how about an icon that transports you back a few screens, or poisoned fruit that sends you to sleep, wasting precious time or, most heinous of all, a skull that turns the screen upside down! Aieee! To make matters worse, the bad things aren't always bad - sometimes they may deliver a handsome points bonus instead, so you have to decide if you want to take the risk.



RISKY WOODS



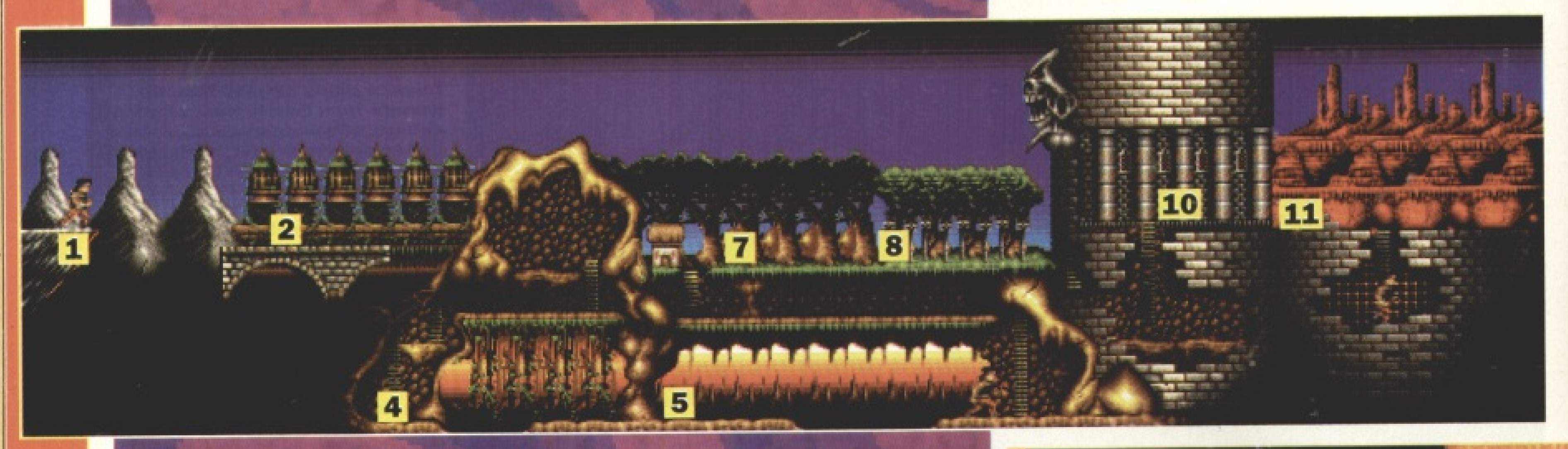
Risky Woods consists of four zones, each made of two levels and each with its own end-of-world guardian. The object is simply to slash your way from left to right to the goal-line at the end. Prior to each level, this map screen appears showing a part of the Risky Woods world. A miniature Rohan shows where you're about to venture, with the map scrolling to reveal more of the world as you progress. Smart, eh?

Rohan comes armed with an infinite supply of throwing knives - ideal for offing the hordes of the undead that accost him constantly. These skeletal oppresors, which constitute the first part of the game's main opposition, are a real pain, attacking virtually non-stop - advancing just a single screen can take a while, as much of the time is spent just hacking them out of the way. They don't have any weapons, but if they touch you they explode, taking one of your hit points (you get eleven of them for each of your three lives) with them.

Woo-oo-oo! Dare you enter the Risky Woods? Gary Whitta did, and this is his story...

Risky's a bit of a funny old word, isn't it? Unlike "Shwing" and "Cowabunga", it's not yet received worldwide recognition, and this is perhaps because it's not a very good word. If it wasn't for Jim Davidson and his hilarious "Too Risky" catchphrase and that boardgame, it would be very much in the Vauxhall/GM Conference of words. However, this is undoubtedly all set to change thanks to Spanish developer Dinamic (the team behind the execrable Army Moves and Navy Moves games among countless forgettable others) with its long-awaited latest. The entertainingly-titled Risky Woods is a colourful slice of scrolling platform-based hack-and-slay action in the same vein as Switchblade II and last month's Jim Power.

The story (such as it is) tells of a mythical world called the Lost Land, where peace and prosperity reigns thanks to a bunch of wise old monks that look after the place. That is until the evil Draxos and his minions turn up, turn the monks to stone and draw a curtain of utter ghastliness across the land. As the headstrong young warrior Rohan, it's your job to enter the Risky Woods, rescue the stoney-faced monks and generally make everything dreamy again. Yes, yes, it's formulaic stuff, but I for one couldn't give a monkey's for the intricacies of the storyline, just so long as the game's a right royal laugh. So let's press on and see if it is or not, shall we?



Just like in that old favourite Ghouls'n'Ghosts, each stage is preceeded by a map of the Risky Woods world, showing you where you're about to venture in miniature. So let's make use of the latest screenshot-joining technology to show you the entire game world in one go, along with all the levels. The only thing we've left out are the end-of-level guardians, because they're best kept secret.

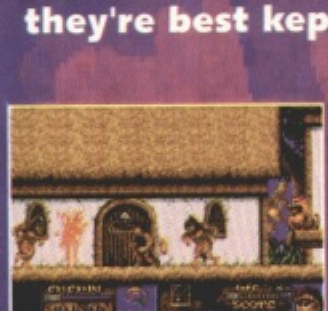


1 Nothing too risky here, just a bit of a warm-up for what's to come.

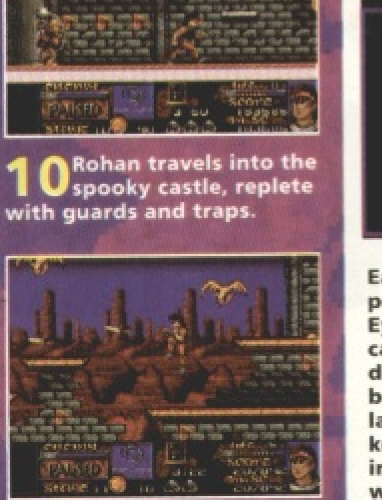


2 Slightly more risky now, as we enter the next, darker stage of the woods.

4 Lots of flying baddies in stage four, including demons and gargoyles.




7 A trip into town for the next stage, complete with hordes of city guards.



10 Rohan travels into the spooky castle, replete with guards and traps.



5 The next stage is much the same, but with even deadlier pitfalls. Aaieee!

8 The urban violence continues, with more hacking frolics around town.



11 Finally, a danger-fraught trip across the desert wastelands...



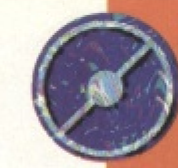
Each level is guarded somewhere around the midway point by a tower with a big starey eye on top. Called an Eye Door, it's completely invulnerable to your fire and can't be gotten around, so the only way to progress is to destroy the tower by using an Eye Key, which has been broken into two parts that are found around the landscape. Simply collect both halves, then release the key when you reach the tower to blow it up with an impressive pyrotechnical display. If you get to the tower without the piece(s) of key required, you're spirited back to the nearest key piece, so you don't have to go searching. Oh, and if things get too bad, the Eye Key can also be used as a smart bomb.

So far so good. I'm at the start of the level and have a few seconds of shield. Off we go!

Aiee! Accosted by the undead! I shall kill them with my knives. Boom!

Luvvly jubbly! Shooting open the treasure chest reveals a large selection of goodies. Collect them before they disappear!

Bah, more baddies! Fortunately these ones are releasing coins when hit. Ideal for spending in Ye Olde Shoppe later.

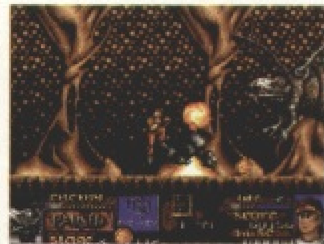




Some meanies, when killed, release a spinning golden coin worth five credits. Duck down to pick them up and they're added to your bank balance - but be quick as they flicker away after a few seconds. Rohan drops a coin or two every time he's buffeted by a baddy, and the whole lot goes flying when his last hit point is exhausted. It's well worth trying to keep hold of these, as they're used as tender in Ye Olde Shoppe at the end of each level.







Risky Woods' end-of-level guardians have a stage all of their own - the confrontation takes place in an underground cave with no platforms or ledges to assist you. Each guardian has its own particular modus operandii - obviously they get harder as the game progresses, with the final fight against Draxos being a real killer - although there's no major difference in the way that you fight them. They shoot at you, you dodge the bullets and shoot back. Generally it's the dodging part that tends to be the hardest, as they're very ferocious and have a habit of chucking an inordinate amount of nasty stuff at you. When battling a guardian, its own energy is shown in the status display, so you can see at-a-glance how many more hits are required to kill it.



Ye Olde Shoppe, found at the end of each of the twelve stages, is where you can top up your energy and, more importantly, trade in your crusty old knives for something a bit more special. Each of the four weapons on sale can be bought up to three times - each time you re-buy a weapon, its power is increased, making for a much more efficient killing device. The shopkeeper is a friendly chap, and if you want to change your weapon at any time, he'll happily buy back the old one, so you only have to pay the difference.











FIRE

A fairly smart weapon, costing 70 coins. For this you get an unlimited supply of spinning fire-wheel things. They behave exactly like the knives and chains, except they're a bit faster and do more damage. They look good too.

AXE

Oh dear, a bit of a duffer this one. Instead of travelling straight ahead, it moves in an arc when thrown, travelling upwards first then falling towards the floor. This is okay for dealing with enemies above you, but not so hot for general use as their range is limited. 90 coins is the asking price for this one, and it's a little overpriced if you ask us.

CHAIN

These work in the same way as knives, travelling in straight lines towards their targets. But they're slightly faster and more powerful, so well worth investing in for a measly 60 coins.

BOOMERANG

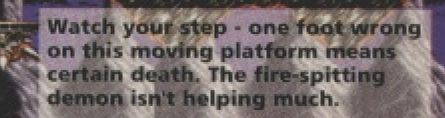
Now this is a tasty bit of kit. Complete with sharp spikes, these antipodean lifetakers are superbly effective in tight corners. They do, of course, travel outwards in a straight line, then turn round and come back, doubling its striking power at a stroke. If you've got baddies coming in from both sides, this is the weapon you want to have. A steal at just 160 coins.

ENERGY

Simple, this one. Energy is bought in single notches, with each hit point selling for 20 coins.



Level One may be the least risky of all the stages in Risky Woods, but it's got its fair share of perils, alright. So let's follow Rohan as he makes his way through a section of this first stage and see how he gets on, shall we?



Watch your step - one foot wrong on this moving platform means certain death. The fire-spitting demon isn't helping much.

Treading on the logs sends a lethal boulder crashing down from above - good job you jumped back just in time.

RISKY WOODS



THE VERDICT

After the likes of the excellent Myth, Fire & Ice and The Addams Family, Amiga owners have been a bit spoilt on the platform-based action front lately. And though Risky Woods has its faults, there's no doubt that it measures up admirably to that quality trio. More hack'n'slash action than the Mario-esque exploits of Gomez or Cool Coyote, Risky Woods is nevertheless an obvious attempt (and the latest of many) to produce a true console-style arcade game - the Japanese representation of the main character is a dead giveaway. Unfortunately it will have to be cliche city as I say that the gameplay in Risky Woods is fast and furious, with virtually no let-up or respite in the action from start to finish. If anything it's a little too tough, bordering at times on the point of complete foot-through-the-monitor frustration. Anybody who's played some of Dinamic's earlier games will be familiar with this - the Spanish must have special gamesplaying glands that give them extra skill, as I'd warrant that Risky Woods is too hard for the average British gamer. Maybe it's just be being a big girl's blouse, but there you go. That said, I immensely enjoyed my time with Risky Woods - it plays very well, and the graphics, colourful and supremely well-animated as they are, wouldn't put a coin-op to shame. There are some annoying aspects, like the juddery movement of the central character, and the way in which you're sometimes forced to pick up objects you don't want, but there's nothing seriously wrong - the design is sound, and talking of that there are some superb tunes and spot effects to jolly the proceedings along. If you've got a high endurance threshold and reckon yourself as a bit of a master gamer, I'd recommend Risky Woods unreservedly as a long-lasting blast. Everyone else should at least check it out - it's a lot of fun.



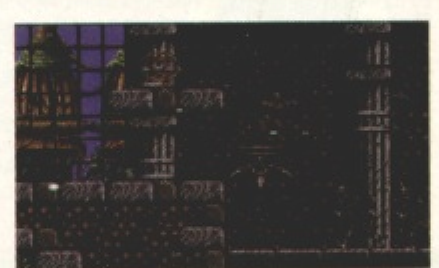
Because Risky Woods only scrolls horizontally, it could hardly be called an arcade adventure, and you'd have to be a complete arse to get lost - but nevertheless there's a fair bit of leaping about the landscape to be done, via the many floating and sliding platforms, elevators and ledges. The constantly-moving nature of many parts of the background make timing a key factor, but on the whole the action is nowhere near as platform-orientated as, say, Fire And Ice.



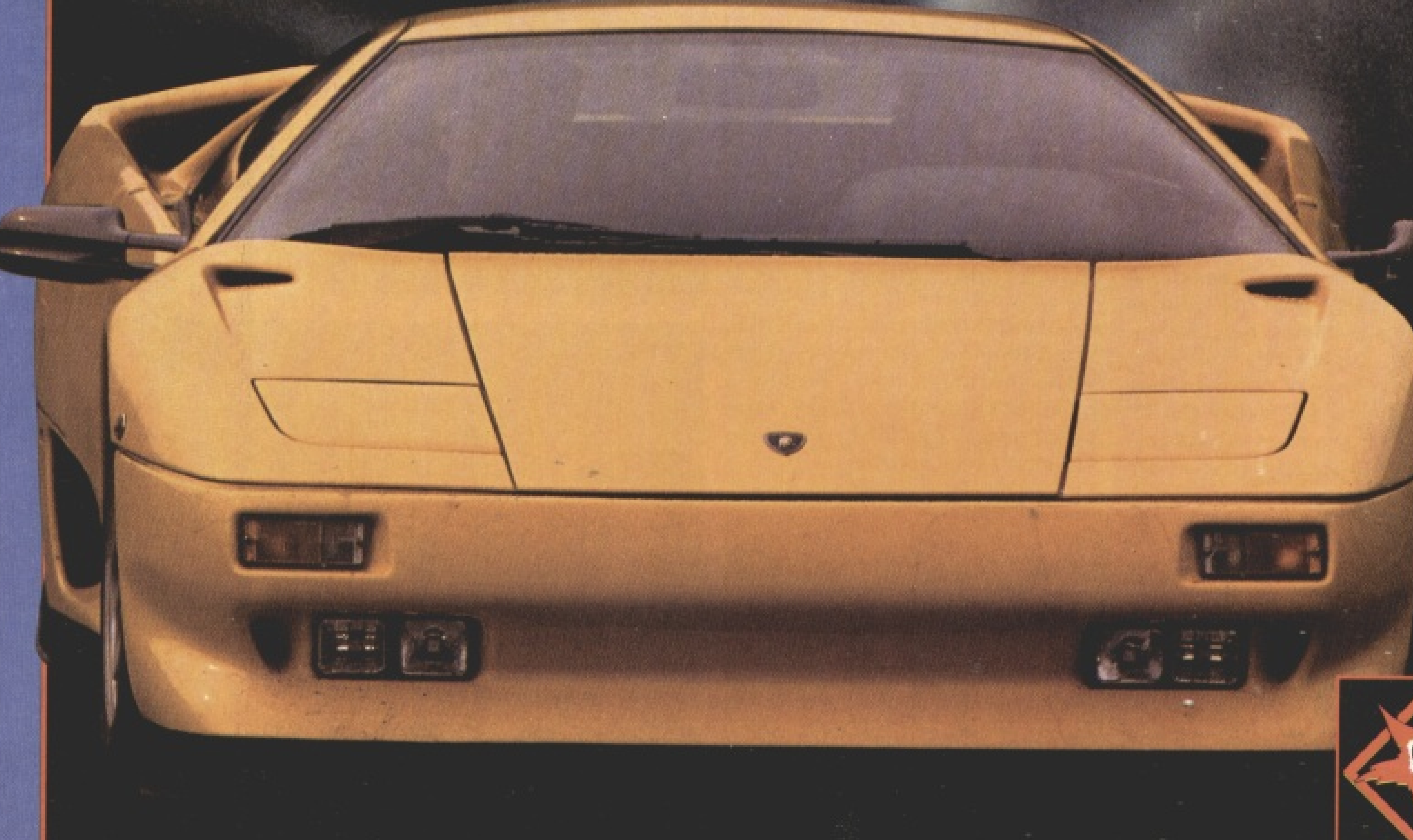
Like all good platform games, a lot of the action in Risky Woods is all about leaping from ledge to ledge across deadly chasms. You don't have to be pixel-perfect, the game's too frantic for that, but you do need to be able to judge distances fairly accurately under pressure. This situation is aggravated by the fact that many of the more perilous areas are patrolled by 'orrible squawking bird creatures that knock you back in mid-air, often with fatal results.

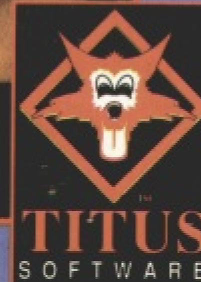


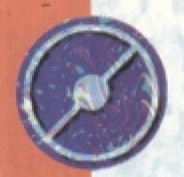
(Above) When you come across one of the frozen monk-statues (each level has a few, as indicated in the status display), pump a few shots into it. The stone with splinter and crack, then finally explode apart, releasing the monk inside with a big BOOOM and some dazzling lightning effects. Only when all the monks have been released can the level be completed - miss one and you have to go back and do it all again. Doh! Beware also of bad monks. They're indistinguishable from the goodies until you open them up, when they unleash nasty energy thingies that sap your hit points. The only thing to do is try all of them and learn where the bad ones are so you can leave them alone in the future.



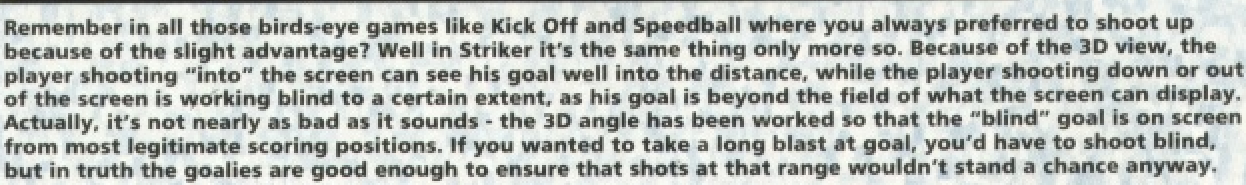
There are plenty of smart graphical effects to behold. For example, when Rohan ventures into a cavern it gets all dark and gloomy, limiting visibility and adding to the atmosphere. It gets a bit squinty after a while, but fortunately these sections don't last too long - they're just a bit of an interesting aesthetic interlude.




TITUS
SOFTWARE







Remember in all those birds-eye games like Kick Off and Speedball where you always preferred to shoot up because of the slight advantage? Well in Striker it's the same thing only more so. Because of the 3D view, the player shooting "into" the screen can see his goal well into the distance, while the player shooting down or out of the screen is working blind to a certain extent, as his goal is beyond the field of what the screen can display. Actually, it's not nearly as bad as it sounds - the 3D angle has been worked so that the "blind" goal is on screen from most legitimate scoring positions. If you wanted to take a long blast at goal, you'd have to shoot blind, but in truth the goalies are good enough to ensure that shots at that range wouldn't stand a chance anyway.



The final big-name player in the computer soccer Premier League has finally kicked off! Gary Whitta gets it on the bench for a thorough match-fitness check.

It's no use. I just can't keep coming up with interesting intros for soccer game reviews. I mean what else is there to say? The answer is, unfortunately, after half a dozen similar sims in the last few months, not a lot. Fortunately, however, those fine people at newly-formed Rage Software (all ex-Special FX developers) have been considerate enough to do something a bit different with their own effort, thereby giving me something new to say. Instead of the usual side-on or top-down views that we've come to know and love, Striker makes the bold step of tackling (ho bloody ho - unimpressed readers) our national sport from the little-attempted and hardly-ever successful 3D viewpoint - a feature worthy of note in its own right.

And... that's about it. Apart from that neat twist, Striker is a straightforward, no frills, just-do-it arcade soccer game. Unlike most games that, by a bizarre and entirely-inexplicable coincidence (not!), seem to have materialised just as the European Championships are in full swing, Striker isn't limited by a Euro theme - the 64 teams featured come from all corners of the globe (oh that's right, because a globe has lots of corners - more unimpressed readers), including America, Africa and Asia.



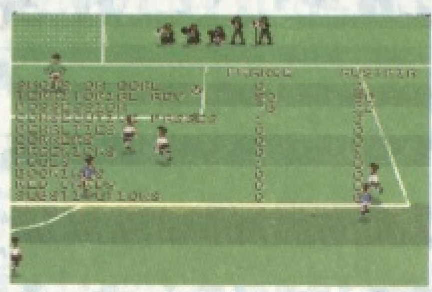
Though the emphasis is very much on arcade action, there's a tactical element too. Team formations are selected from a bank of eight prior to play, with variations of attacking and defensive styles as well as Robbo's favourite, the sweeper system. Ooh, and don't forget the wind, which varies in strength and direction, and the three types of pitch.



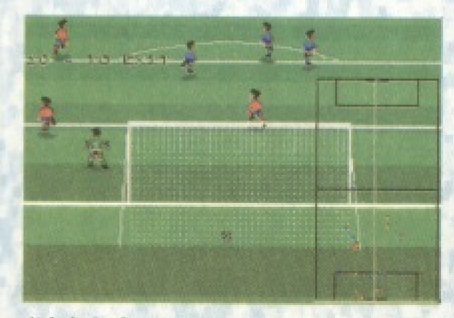
No messing about in this review - let's get straight out onto the pitch for some instant action. Striker's "friendly game" option allows you to bypass the bull and take to the park immediately. The game views looks longways "up" the pitch, scrolling in eight directions to follow the high-speed frolics. the angled 3D view means that players run and shoot "into" and "out of" the screen. It's not a million miles away from playing a top-down game like Kick Off or Sensible Soccer, although the pivoted viewpoint makes a noticable difference to the way you play.



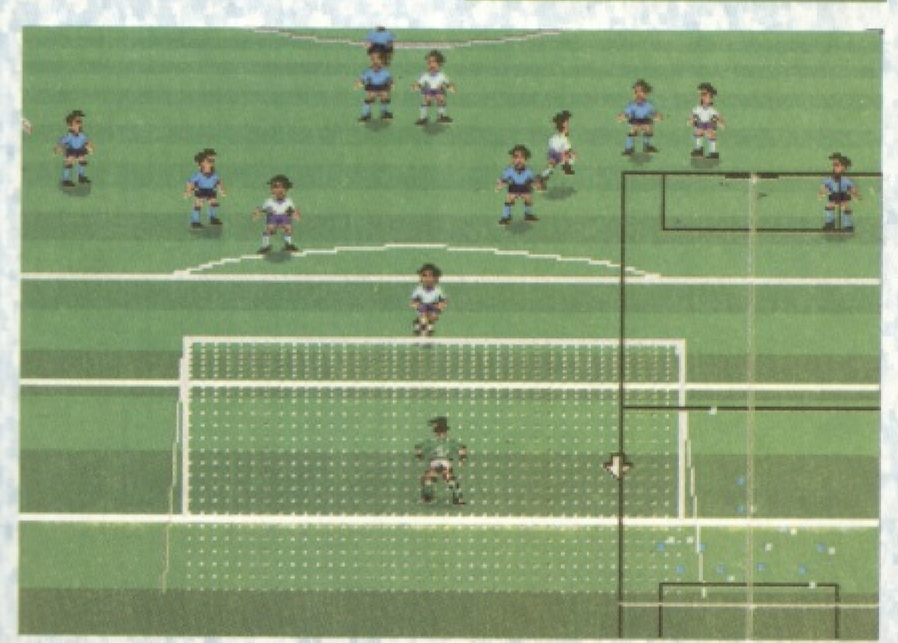
A double-click on the joystick button sends the defender you're currently controlling (indicated by a coloured ellipse) into a vicious sliding tackle which may result in a nifty change of possession or, if the ref's extra-vigilant - a foul. When a free kick is awarded against such misbehaviour, the taker can direct his shot using a dotted line of trajectory. Will you take a long grasscutter, or a short-distance lob that flies over the heads of the defensive wall? The choice is yours, but remember that the line's not entirely accurate and the ball won't always land exactly as predicted.



Detailed American-style match statistics can be called up at any time during play, and appear automatically at the end of the game. They make quite interesting reading and could even be used to highlight weak areas of your game by showing possession time, shots on goal, fouls, bookings, territorial advantage, free kicks et al for each team.

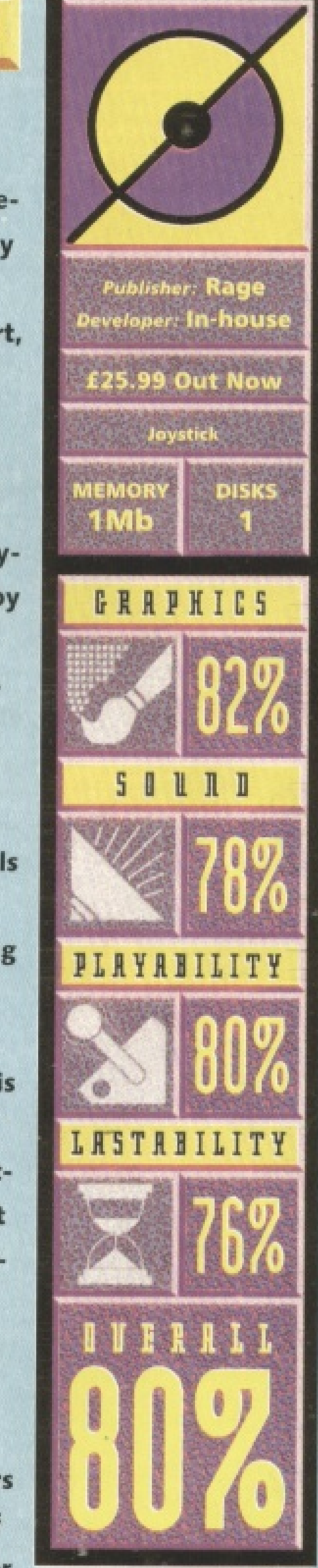


(Right) The World Tournament is Striker's only league/cup competition, where the 64 competing teams are whittled down through six elimintation rounds to the last two finalists who play in... well, the final. And that's about it.

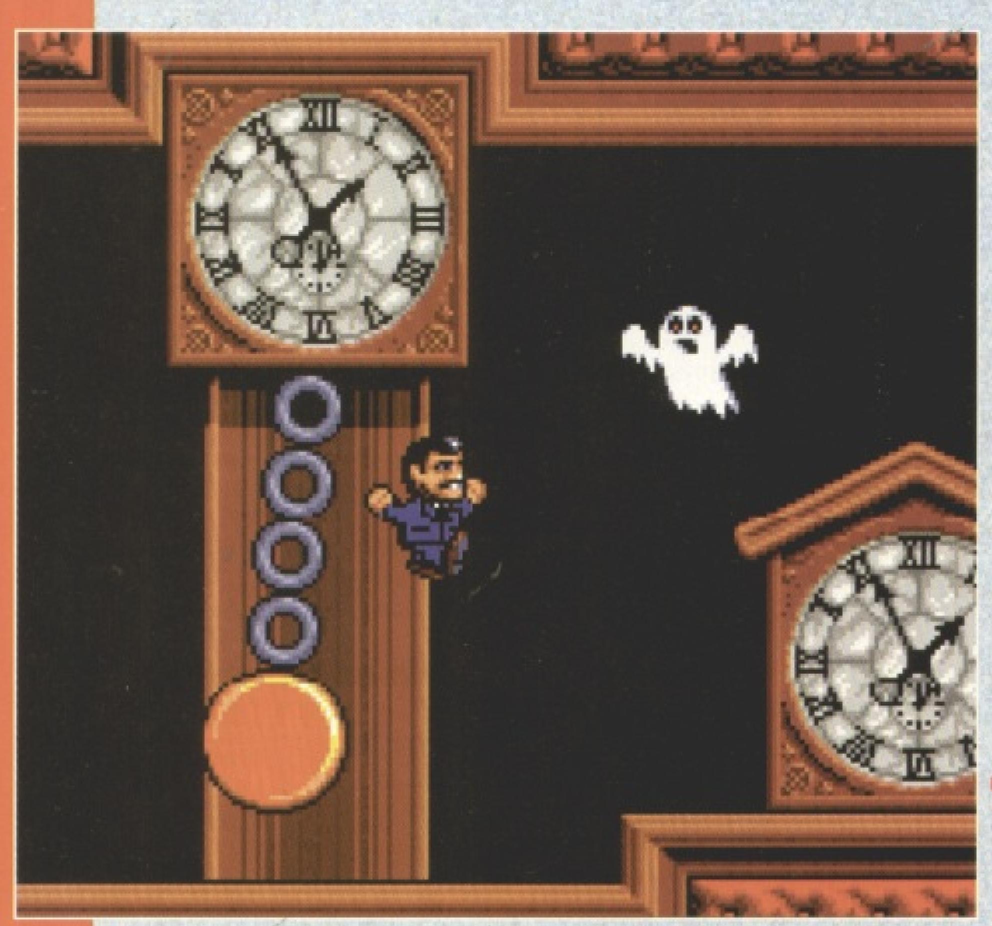


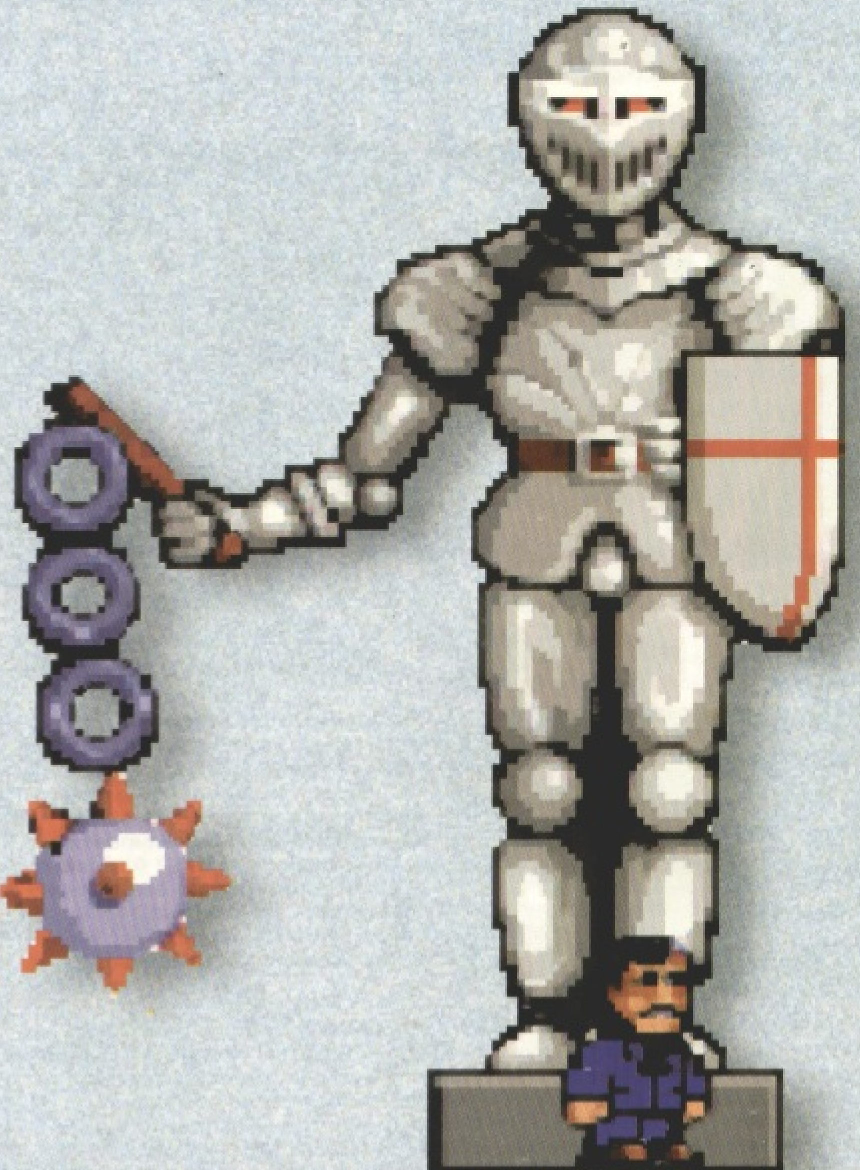
Other set-pieces, like throw-ins and corners are more simplistic - just hit the button and away it goes, hopefully to the foot of a waiting player in the opponent's goalmouth. Penalties work just like in Kick Off - an arrow skims from side to side across the goal, and it's basically a reaction test against the computer goalie, with the player hitting the button to stop the arrow where he wants to shoot.

THE VERDICT

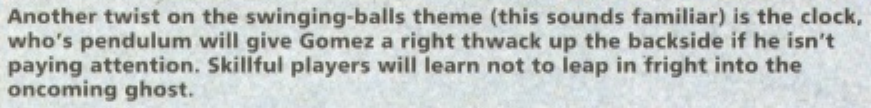


Arriving the month after the juicy Sensible Soccer, Striker is certainly going up against some heavy competition. But although it would be very easy to compare the two, it's not really fair as the games, theme apart, have hardly anything in common. While Sensible is a very authentic, tactical game, Striker is more of an instinctive kick-and-run affair, and it's a lot more like Kick Off than anything else in that sense. But this is by no means bad - after all, Kick Off doesn't play anything like real football but that doesn't stop it being a fine football game. Another thing Striker shares with Kick Off is the neck-breaking speed - at lower levels it's fine, but put two top-ranking teams together and it's like watching a televised game on video with speed-search full on. It's fast to the point of off-putting at times, but this is a problem that's more to do with the one-player mode, as the computer teams have a tendency to be a bit too good and won't hesitate to capitalise on your slightest mistake. Playing with lower-ranking teams and with the pitch markings on helps, but I can't help feeling that the World Tournament option suffers as a result. As to the big question of does it actually play well, the answer is yes - after a fashion. Despite the speed, it is possible to get into the swing of things - but the passing doesn't work too well. It's more a matter of luck than judgement, and combined with the velcro-ball dribbling technique, it's all too tempting to make solo suicide raids all the way up the pitch - and that's hardly what this sort of game supposed to be all about, is it? Ultimately, Striker's good points just about outweigh the bad, and such I'd recommend it heartily to everyone from the Kick Off school of computer football. Its no-nonsense action makes it more accessible than Sensible Soccer, but ultimately less rewarding.





Another twist on the swinging-balls theme (this sounds familiar) is the clock, who's pendulum will give Gomez a right thwack up the backside if he isn't paying attention. Skillful players will learn not to leap in fright into the oncoming ghost.



THE ADDAMS





(Above) By picking up a certain bonus item Gomez becomes SuperGomez (represented by the lovely twinkly stars which follow our hero), allowing the player to hurtle through any bad guys entirely unharmed. While it only lasts for a number of seconds, this feature is absolutely essential for completing some of the truly hair-raising moments later in the game - and believe you me, there are plenty of them!



(Left) It's from the staircase that Gomez can gain access to virtually any area of the house. This delightfully barren screen is far from as boring as it seems, and players willing to explore this most dreary looking place will find secret things beyond their wildest dreams!

Can Ocean pull off another Hudson Hawk, by turning (although for entirely different reasons) a movie which doesn't exactly lend itself to conversion into a game into a software funfest? Jim Douglas thinks so...

Ocean have finally worked out how to put a decent movie conversion together. They've done it with Hudson Hawk and they've now done it with Addams. And the first rule would seem to involve throwing away everything in the whole movie except the central characters. And on the whole it works remarkably well.

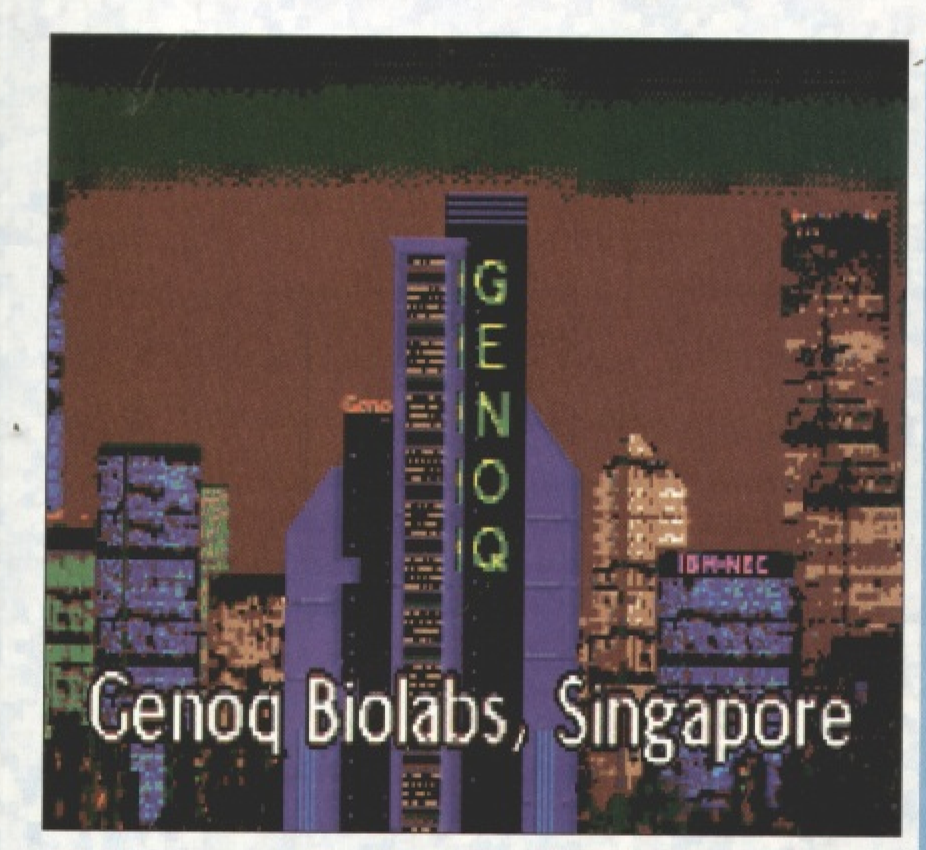
In this case, Gomez has returned home from somewhere or other to find the entire family (Wednesday, Pugsly, Uncle Fester, Morticia and that old granny) have been magically whisked away to the darker recesses of the family home, and worse still, the whole place has been taken over by all manner of crazy little varmints!

Unless he's prepared to spend the rest of his life in the doghouse, Gomez had better set about a full-scale rescue mission pretty damned quickly. Using the stairway as a central point from which all areas can be reached, Gomez must track down each member of the family and send them to the relative safety of the Music Room.

The game is presented as a graphically excellent platform romp, packed full of hidden bonuses and secret rooms, giving the player a firm feeling that absolutely anything could happen next.

Basically, Addams is Ocean's answer to Mario, with the super-cute Gomez having to negotiate hazards amazingly similar to those in Super Marioworld on the SNES. But there's plenty of originality in here too. So let's take a tour...





TION



(Left)While many rooms require a combination of skill and thought to complete, others are simple tests of speed and dexterity. Take this corridor, for example, which is protected by two laser beams that constantly bounce round and round in a square, one inside the other. Getting through without being frazzled is no easy task, and one that, like crossing the electrified floors, is one that won't be achieved by luck alone. It's all a question of pixel-perfect positioning and precise timing.

(Below)The triangular wall-switches play a vital part in the game, affecting everything from doors to the various security systems. Unfortunately, each one's individual function can only be discovered by activating it, either by touching it directly or hitting it with a laser shot. The most simple kind simply toggle the open/closed status of a door, while others, particularly those on higher floors, have complex dual functions - a switch used to open a door might also activate a security system, for example. Oh, and some doors can only be opened once the appropriate security key is in your possession.



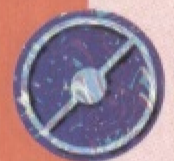
(Above) Neogens move around the Genoq complex via the building's ventilation system, and the vents in the floor pump them out with alarming regularity. Simple blasting the neogens is not enough - there will always be another to take its place. The only way to secure a room for good is to seal the vent by running across it. Some rooms will only open the door to the exit once the vent has been sealed off.

THE VERDICT

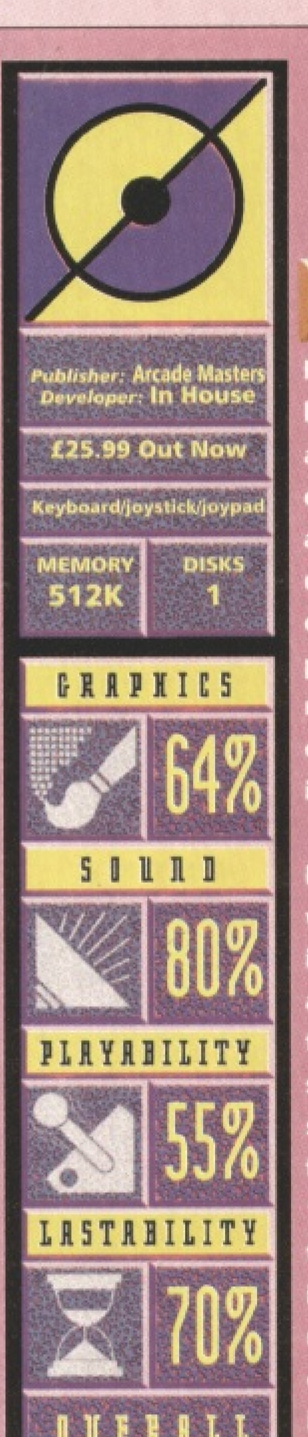
Identical in every way to the PC original, D/Generation is a fine specimen of original gaming fun. Though its roots are obviously in the classic isometric adventures of yesteryear, it's got a style and feel all of its own. If you're expecting an experience like Cadaver, you're likely to be disappointed, as the puzzles are all limited to one screen each (there's no object manipulation), and never ascend to what you'd call really difficult. You're not likely to get completely stuck - if anything you'll get killed because you didn't think something through properly. D/Generation isn't very merciful to impetuous players, with neogens and security devices efficient enough to punish for even the slightest foot wrong. In fairness to it, it sounds a lot tougher than it is, and is just hard enough to be compulsive, but not frustrating. Because it's not too heavy, it's very easy to have fun with, and allows for five-minute throw-away sessions that you simply can't have with other games in the genre, because of their long-winded nature. Graphically things are sound, with the polygonal, brightly-coloured visuals functioning well, if not sitting quite right with what is supposed to be a darkly-atmospheric theme. Sound is little more than functional with an average title track, but the spot effects are impressive enough to make up the difference. Ultimately, then, D/Generation is a worthy addition to the genre that it sort of belongs to, and has enough novel touches to earn it a place near, if not actually at the top, of your shopping list.







Cool Croc Twins



THE VERDICT

Not bad. A pretty convincing job has been done hyping the two characters, and their likenesses have been put to effective use on the highscores, intro and Game Over screens, adding to the undeniably cutesey feel. Indeed, lots of effort has gone into making the peripheral elements of the game rather swishy. Which makes it more of a shame that the bulk of program itself just isn't much of a laugh.

It's vaguely reminiscent of Bubble Bobble in the way the screen action works, but instead of being entertaining and flexible, it's a bit aggravating and rigid. The basic problems are as follows: the background graphics are so colourful and complex, you can't see what's going on for a lot of the time. Also, the addition of random "?" squares makes forming a strategy for any particular screen virtually impossible. Playing in two-player mode is a bit of a let-down, since each croc must turn on their own individual half of the lights. There's no way, save for trying to intercept a bad guy that the players can really help each other. However, for some lightweight arcade laughs, the Crocs should be given some consideration.

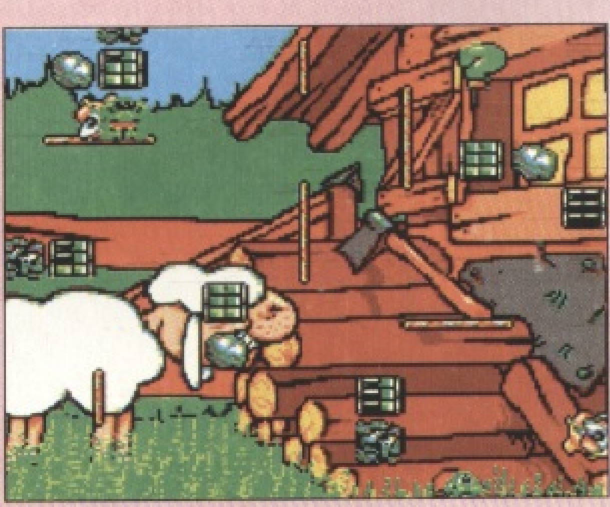
Two control methods are available. Classic and Special. Classic control will simply move the crocs left and right. Special control offers some swifter clockwise/anticlockwise movement around the platforms.

Will Funk Croc and Punk Croc survive their dangerous journey through sixty levels of platform madness and succeed in their mission to woo the gorgeous Crocette? Only you can decide.



So far as becoming instant game cult heroes in their own right, the Croc twins are a more bearable concept than most. They're actually rather smart looking, with their stupid grind and bubble noses. It's pretty likely, considering the amound of time that Arcade Masters have gone to in publicising the two characters that they'll be binned before a sequel of some kind. And I, for one, look forward to them having the chance of shining in a slightly better game than this.

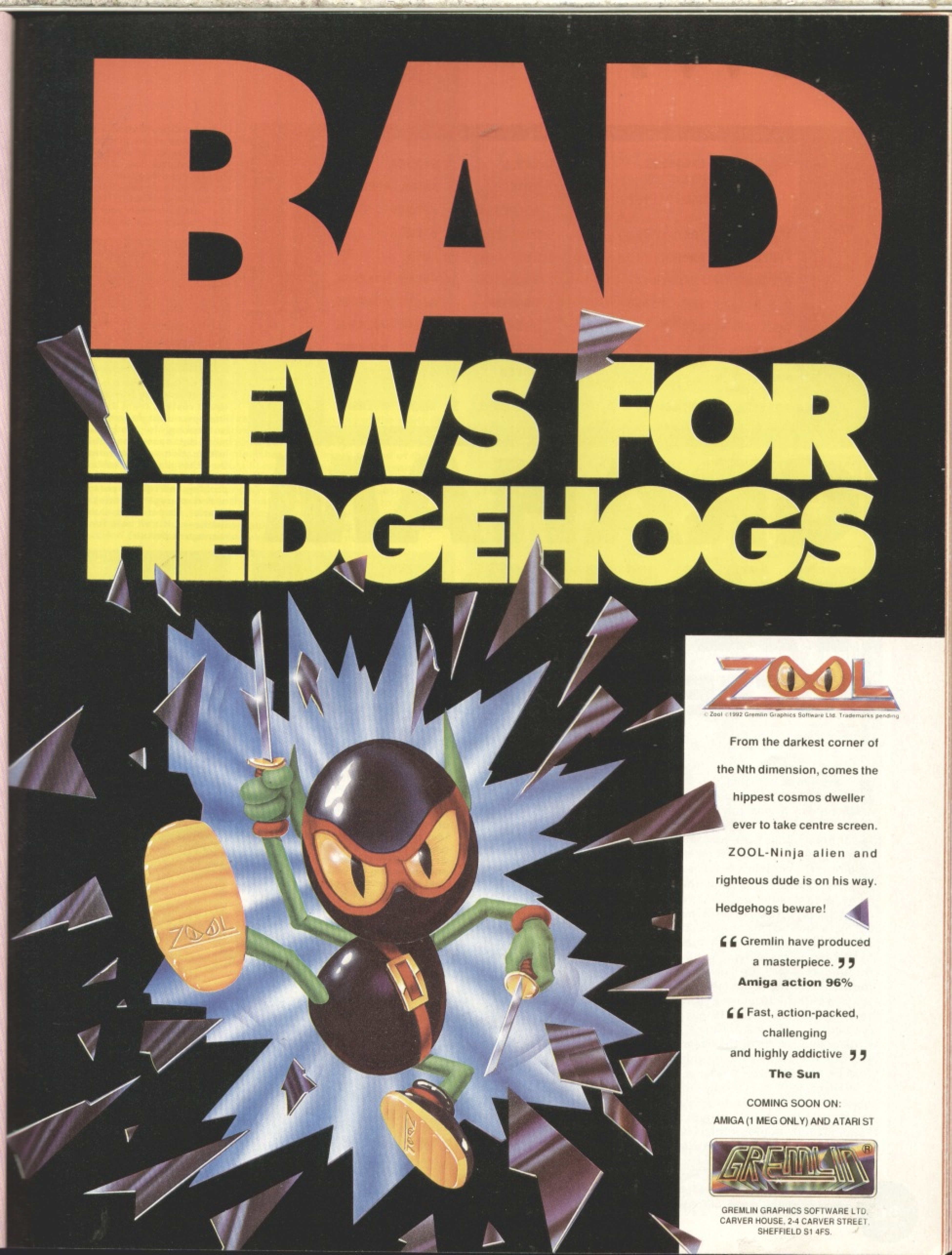
Coolness, we are told, is a way of life for the Cool Croc Twins. One of the twins may be punky (he has sunglasses) and one may be funky (he has the baseball cap) but neither of them are clunky when in the style department. Daisy Crocette finds the two croc's so stylish and dreamy that she can't decide which to, erm, go out with. And since a three-way scenario is clearly unsuitable, Daisy does the decent thing and goes far, far away. Being hot blooded crocs (if that's possible), the Twins decide that one of them ending up with Daisy is better than both being left alone, and so set out, either together or individually, depending if you're playing with a friend or solo, to track Daisy down.



Aiee! Punk Croc (the one with the sunglasses) is on the receiving end of an unwelcme advance by, er, well, it's rather tricky to tell. Perhaps it's a chicken in a hat or something. This leaves a rather golden opportunity for Funk Croc (with the hat) to scoop some of the bonuses. Once a player has lost all his lives, he must sit it out while his opposite number continues on through as many levels as he can.

Along the way, the Crocs must turn on little boxes of lights and prevent nasty monsters from turning them off again. Each screen has a certain number of boxes, and an increasing number of nasties.

Lights can be turned on by banging into their boxes and illuminating each of the three bulbs inside in turn. While the first few screens are an absolute doddle, everything becomes very difficult very quickly, with the bad guys turning out the illuminated boxes faster than a Croc can turn them on.



BAD
NEWS FOR
HEDGEHOGS
ZOOL
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From the darkest corner of the Nth dimension, comes the hippest cosmos dweller ever to take centre screen. ZOOL-Ninja alien and righteous dude is on his way. Hedgehogs beware!
“Gremlin have produced a masterpiece.” Amiga action 96%
“Fast, action-packed, challenging and highly addictive” The Sun
COMING SOON ON:
AMIGA (1 MEG ONLY) AND ATARI ST
GREMLIN
GREMLIN GRAPHICS SOFTWARE LTD.
CARVER HOUSE, 2-4 CARVER STREET,
SHEFFIELD S1 4FS.



(Left) Specific information is available on any of the players in your squad - useful for when picking a team on match day, although it's slightly annoying that, when actually in the team-selection phase, you're not allowed to refer back to here just to refresh your memory about who's good at what.



Much of the time in Graham Taylor is spent scrolling through lists - squad rosters, team lists, fixture line-ups... a single screen simply isn't enough for the game's mammoth databases. The wealth of information on offer ranges from the obvious (league tables, match results and the like) to the most probing and trivial - personal player and manager histories, lists of injuries, suspensions, club finances... it's all here for a prudent manager's perusal.



GRAHAM TAYLOR'S SOCCER CHALLENGE

And what a challenge it is! Gary Whitta takes it up.

Love him or hate him, you certainly can't ignore him. Well, you can if you don't follow football, I suppose. Yes, it's Graham Taylor, former Villa boss, now statuesque manager of the England squad and the latest in a long line of sporting superstars to lend their name to a computer game. Apparently, the pint-sized soccer wizard did more than just sign on the dotted line - Krisalis claim he actually helped out in the development of the product as well. We'll give them the benefit of the doubt, although the idea of Taylor sitting at a PC and tapping away in assembly language is a sight we can't easily imagine.

Given the nature of the licence, you won't be surprised to heat that Graham Taylor's Soccer Challenge is a management game only. The object of the game is for the player to follow in the career footsteps of Taylor himself - ie, progressing from the manager of a lowly third-division club to the very pinnacle of soccer management - England boss. When you get there, the second section of the game unfolds - essentially it's much the same as the first, but here the aim is to win the European Championships.

Bang up to date as the game is, all the current league and cup tournaments are in there, both national and international, and the first division has been replaced by the Premier League - although presumably you'll need a BSkyB dish if you want to play in that particular section.

In one of Graham Taylor's many mildly-impressive graphic touches, each match is followed by a relevant newspaper headline. If you're particularly sad, you might like to know that the names of the regional papers featured are the authentic ones, with the appropriate one appearing for where the game has just been played.

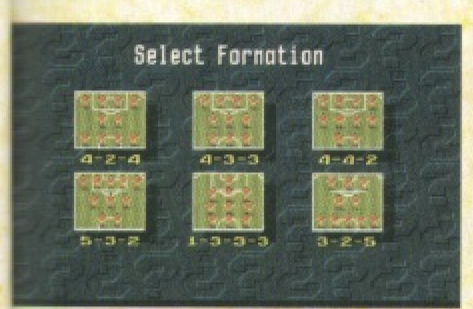
YORKSHIRE EVENING PRESS , SATURDAY , 3RD AUGUST 1991
Press Sport
LAST GASP ENGLAND CLINCH WIN
Minstermen satisfied with point.
Broun retires aft





When match day comes around, you can elect to watch any of the many fixtures that are being played in its entirety - of course you'd do best to give priority to the progress of your own club. Games are played out arcade-style in a non-interactive scrolling sub-section that shows every second of the action - no "match highlight" cop-outs here. What happens on-screen here is not randomised, but based directly on the status of the two teams, so you'll be able to see exactly how particular players are performing. Substitutions can be made at any time, and after the match you decide what to say to your boys in the communal bath - should you congratulate them, express disappointment or give them a royal dressing-down? The choice is yours, but whatever action you take is bound to have an impact on morale.





It's all very well scouting for talent, negotiating contracts and pushing a pencil, but when match day arrives, it's time to put on the tracksuits and indulge in some REAL managerial duties. First up is team selection, where you pick the top men from your squad to go out and do the business - you've got complete freedom in who you choose and where you play them, but it's not advisable to, say, put your goalkeeper on the right wing. When the full line-up's been selected, the team tactics are selected from a bank of six readily-prepared formations. Then, at last, it's out onto the pitch!



Like Domark's Championship Manager everything is controlled through a friendly point-and-click environment - although it has to be said that graphically, Graham Taylor is considerably more lavish. There are three main areas - Players, Manager and Information, with a fourth icon set aside for save/load activity. Visiting the various departments brings up a set of sub-headings which in turn have their own menus and sub-menus - you'd better make sure you've got an industrial strength mouse, because there's an awful lot of clicking to be done.

Buying and selling players has always been one of the funnest parts of football management, and Graham Taylor allows you to flex your business muscle to its fullest extent. There are two options - pop along to the transfer market and see who's up for sale, or if there's one player you've particularly got your eye on (perhaps you've heard good things from one of your talent scouts), you can approach his team directly and make them an offer. The board decides how much you have to spend, and obviously the cash levels (fees, salaries and the like) are relative to your position in the league.

THE VERDICT



When two deeply-involved football management games arrive in the same month, comparisons are unavoidable - but unfortunately there's very little to separate Graham Taylor from Domark's effort. The Krisalis game has certainly got a lot in its favour - its clean-cut graphical presentation is ideal for a game of this type, neatly ordering what can only be described as a colossal amount of data into easily-manageable chunks. Thanks to the nifty presentation, all the real legwork has been eliminated and what would otherwise be the most laborious tasks are an absolute breeze. There are some faults - the way information is presented doesn't allow for the detailed cross-referencing possible in Championship Manager, for example. Nevertheless, Graham Taylor's authenticity is remarkable, boasting accurate real-life information on all the clubs and players in the league, and the ability to change names so as to keep the game constantly updated. Once again, space has prevented us from more than scratching the surface of what Graham Taylor has to offer - it's amazing just how much the game has taken into account, and how thoughtful the player has to be a result. Returning inevitably to the comparisons, though, there really isn't much to choose between GT and CM on the strategy side - they both offer much the same package, with pluses and minuses on either side. One thing I'm not so fond of is the way that success in Graham Taylor is more about personal achievement than that of a team - given the choice, I'd much rather try and get my team to the top than leapfrog my way through various jobs, using teams as stepping stones towards the England manager's position. Of course Graham Taylor's probably more like real life this way, but it would have been nice if you could have chosen in what way you would succeed. That said, Graham Taylor is a fine game and one deserving of any football or strategy fan's attention. Unfortunately I just can't decide which of

CHAMPIONSHIP MANAGER

From boardroom to changing room, playing field to training ground, Domark's latest strategic effort promises THE most complete management simulation of our national game to date. But does it take the Barclay's bubbly from Gary Whitta?

Transfer List — BARNET

NAME	CLUB	AP	GL	AV R	VALUE
COX	BRISTOL R	48	0	4.72	20000
FOX	STOCKPORT	0	0	----	FREE
BAKER	LINCOLN	8	2	4.00	FREE
LAWS	LUTON	17	2	5.64	50000
SHIRTLIFF	EVERTON	36	21	7.19	1200000
LLOYD	HULL	37	5	4.56	10000
POWELL	LEICESTER	42	4	4.95	80000
GATES	EVERTON	46	5	6.39	100000
MCNAB	WEST HAM	0	0	----	20000
TAGGART	Q.P.R.	28	3	5.03	60000
TANNER	MAN CITY	3	0	7.33	250000
HEATH	SHEFF WED	48	0	6.52	250000
CORNWELL	WIGAN	0	0	----	10000
PENDER	IPSWICH	37	24	5.64	250000
HARKNESS	TOTTENHAM	42	10	7.57	850000

EXIT +SCR

Buying and selling players is where much of Championship Manager's action is at. If you need some fresh talent you can visit the transfer market and see what's on sale, or take pot luck and try to poach a player from another team. The program helps you find who you're looking for by asking you to specify what kind of player you need, what age, with what skills and how much you're willing to pay. After a quick(!) search, all appropriate candidates are displayed for you to view. If you approach a player, it's first up to his team to decide if they want to sell, then up to the player himself if he wants to move. If all goes well it's onto the negotiation stage where you haggle over signing fees, contracts and wages. Finally, if you can get over that final hurdle, you'll have a new player. Selling players works exactly the same way, but in reverse.

"Someone's not giving me one hundred percent" thunders Forest manager Brian Clough in the latest of his ads for a certain breakfast cereal. But, as anyone with a knowledge of football knows, being a successful "boss" in today's cut-and-thrust game involves a lot more than just stuffing Shredded Wheat down your player's necks. It takes vision, skill, talent - and in Cloughie's case, the ability to clout a few supporters around the head whenever they get out of line.

The aim of Domark's Championship Manager, coded over the period of seven years by two soccer enthusiasts, is to bring home the realisation of what a tough job football management really is. They may look like they're in a cushy position, sitting there on the bench in their warm tracksuits while the poor players freeze their knackers off on the icy pitch, but it's all a question of pressure, see? Kenny Dalglish couldn't take it at Liverpool, Graham Souness ended up having a triple heart bypass over it... it's no gravy train (unless you're George Graham of course, in which case you get paid a fortune for getting lucky draws and whingeing, of course). Now it's your turn to battle with the board, scream at the players and - hopefully - pick up league and cup glory.

Taking the helm of the team of your choice, you've got to rise up the league, through the divisions, and generally be as successful as you possibly can. Up to four people can play, each with his own team, and there are plenty of honours to be picked up by the ambitious. Silverware comes in the form of FA, Rumbelows, Zenith, UEFA, European and Cupwinner's cups as well as a fictional Domark trophy and the charity shield. In addition, you can achieve glory by winning Manager of the Month and Year awards, have your players picked for the England squad, and of course top the first division. With rewards like that in the offing, how could you resist?

DIVISION 1	PL	W	D	L	F	A	W	D	L	F	A	PT
MAN UTD	1	1	0	0	4	1	0	0	0	0	0	3
OLDHAM	1	0	0	0	0	0	1	0	0	3	0	3
LEEDS	1	0	0	0	0	0	1	0	0	2	0	3
EVERTON	1	0	0	0	0	0	1	0	0	2	0	3
SHEFF UTD	1	0	0	0	0	0	1	0	0	2	0	3
LIVERPOOL	1	0	0	0	0	0	1	0	0	2	1	3
SOUTHAMPTON	1	1	0	0	2	1	0	0	0	0	0	3
TOTTENHAM	1	0	0	0	0	0	1	0	0	1	0	3
Q.P.R.	1	0	0	0	0	0	1	0	0	1	0	3
CHELSEA	1	0	0	0	0	0	0	1	0	0	0	1
MAN CITY	1	0	1	0	0	0	0	0	0	0	0	1
WIMBLEDON	1	0	0	1	1	2	0	0	0	0	0	0
ASTON VILLA	1	0	0	0	0	0	0	0	1	1	2	0
C.PALACE	1	0	0	1	0	1	0	0	0	0	0	0
N.FOREST	1	0	0	1	0	1	0	0	0	0	0	0
ARSENAL	1	0	0	1	0	2	0	0	0	0	0	0
IPSWICH	1	0	0	1	0	2	0	0	0	0	0	0
NORWICH	1	0	0	1	0	2	0	0	0	0	0	0
SHEFF WED	1	0	0	0	0	0	0	0	1	1	4	0
COVENTRY	1	0	0	1	0	3	0	0	0	0	0	0

- DIV EXIT PRT + DIV

(LEFT) The league tables are just as you'd expect them, with all the revelant played, won, drawn lost and goals information provided in the traditional manner.

Half-time Stats

ROCHDALE		0	BARNET		0
01	A.ATKINS	5	01	G.THOMAS C	4
02	G.CURLE	6	02	J.SMITH	4
03	B.ROSENIOR	5	03	C.SHELTON	4
04	D.PEACOCK	5	04	W.ROBINS	5
05	L.ATKINSON C	6	05	K.PARKINSON	4
06	K.WATKINS	5	06	S.ORMSBY	5
07	M.BROOKS	4	07	L.JACKSON	6
08	R.SELLARS	4	08	P.PENDER	6
09	P.DONAGHY	5	09	M.BOOKER	5
10	S.MCGRATH	5	10	C.SALAKO	6
11	N.CLEMENT	5	11	J.BOULD	5
12	D.MCGUIRE	-	12	D.SWAN	-
14	D.BARTRAM	5	14	S.HACKETT	-
DEFENCE	-	61%	DEFENCE	-	52%
MIDFIELD	-	50%	MIDFIELD	-	50%
ATTACK	-	48%	ATTACK	-	39%
ATTEMPTS	-	3	ATTEMPTS	-	3
ATTENDANCE	-	1856			

CLICK MOUSE

(BOTTOM LEFT)Tactical changes are easy to make mid-game. Players' positions are shown on a miniature pitch, from where you can switch them around, alter the tactics (all those favourite 4-2-4, 4-4-2, 5-3-2 formations are in there, amongst others), make substitutions and issue general commands to individual players. This is where your real management skills must come to the fore, as decisions here have a make-or-break influence on the match - and you know how crushing a defeat can feel.

Latest Results

D1 C.PALACE 0 TOTTENHAM 1

4.41
D1 WIMBLEDON 1 LIVERPOOL 2
D2 PORTSMOUTH 1 LUTON 0
D4 CARDIFF 2 ROTHERHAM 1
D3 PORT VALE 0 HUDDERSFLD 0
D1 N.FOREST 0 Q.P.R. 1
D1 COVENTRY 0 OLDHAM 3
D2 SUNDERLAND 5 TRANMERE 1
D1 SOUTHAMPTON 2 ASTON VILLA 1

4.42
D4 LINCOLN 1 CREWE 0
D2 MILLWALL 0 LEICESTER 0
D4 SHREWSBURY 2 CHESTER 1

(ABOVE) When the Saturday or Midweek fixtures have all been played, the days results come in game-by-game just like in the old World of Sport results segment. Keeping up to date with other team's performance is a worthwhile task, especially in the more critical stage of league or cup competitions.

Any of Championship Manager's 1500 fictional players can be scrutinised in detail via their personal factfiles. It's vital you give these a good going-over before buying a player. From here you can find out age, nationality, contract, wages and insurance details as well as ratings on the various skills - passing, tackling, flair, pace, stamina, influence and morale among many others. His footballing history is also included, showing past performance at all his former clubs, goal average, scoring record and so on. The level of detail's almost frightening.

Transfer News

PLAYER	FROM	TO
LAMBERT	Q.P.R.	COVENTRY FOR 700000
ROGERS	NOTTS C	PORTSMOUTH FOR 20000
TANNER	SHEFF WED	WATFORD FOR 150000
SIMPSON	PORT VALE	BARNSLEY FOR 10000
CROOK	ASTON VILLA	TOTTENHAM FOR 2500000
SPROSON	HUDDERSFLD	BRISTOL R FOR 50000
KENDALL	SHREWSBURY	BOURNEMOUTH FREE TRANSFER
RUSH	SWINDON	BRIGHTON FOR 30000
SMITH	WATFORD	BOURNEMOUTH FOR 40000
MADDEN	LEEDS	LIVERPOOL FOR 350000
MCSTAY	OLDHAM	MAN UTD FOR 100000
MORTIMER	SWINDON	WATFORD FOR 50000
NEVIN	PORTSMOUTH	BIRMINGHAM FOR 30000
PEARSON	HARTLEPOOL	DERBY FOR 50000
LEE	CHELSEA	EVERTON FOR 1000000
OVERSON	LEYTON O	BRIGHTON FOR 20000
JEPSON	TRANMERE	BRIGHTON FOR 150000
KNIGHT	WIGAN	MILLWALL FOR 20000

There's no specific place to go to get soccer news - it just appears on screen whenever there's a noteworthy story. Anything of interest to your own club is always displayed (such as injuries, contract renewal etc), but when it comes to other teams, it tends to be only the bigger stories that are brought to your attention. A particular example is transfer news, highlighting all the movers and leavers in the league after each day's fixtures.

THE VERDICT



If there's one thing that strikes you after a few lengthy playing sessions with Championship Manager, it's that it really does FEEL as if seven year's work at the hands of two avid football fans. The game's depth and level of detail is, quite simply, breathtaking, and as such should be welcomed warmly by all serious fans of "this sort of thing." The fact is, the sort of person who buys games like this can spot inaccuracies and inadequacies a mile off, but you'd be hard pushed to find any omissions or badly-handled elements here. If anything, it's the absence of a real interactive training element that some fans might be disgruntled by. I could go on about the stunning intricacy all day - this review is really only scratching the surface, and that's what's really most impressive about the game. Obviously, football purists are going to have a lot of fun here, and the sheer scale of thing means that boredom seems a very remote concept indeed. Everything is presented well, using a clean and instinctive point-and-click system, although it's a shame that the graphics are as threadbare as they are - surely they could have been made a bit more attractive? That's a deficiency that's unlikely to put people off, however, who will no doubt be far too busy getting lost in the game's incredible maze of statistics and strategy. Probably the finest example of a true enthusiast's management sim to date, Championship Manager is a game that demands a lot of attention - but pays handsome dividends to those willing to make the effort.



THIS GAME IS NO...
PUSH-OVER
FEATURING G.I. ANT
PUSH-OVER IS A BRILLIANT NEW CONCEPT IN ACTION PUZZLE GAMES.
You've never played anything like this before!
In Push-Over you will meet Colin Curly and a New Superstar, G.I. Ant, the most dynamic and instantly likeable character in video games. Solve a series of mind expanding puzzles using super-power dominoes set in a series of stunningly designed themes. Push-over and G.I. Ant - together they add up to a winning combination!
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Peter's adventure begins here in Pirate Square. This is basically the central location for the first area of the game. And it's also the location of one of the more spectacular puzzles. The significance of the crocodile clock should be obvious to all Pan buffs.

HOOK

The movie may well have been a bit of an over-hyped saccharine star vehicle but the game has much more promise. Ocean, keen to be seen trying new game styles for their movie conversions try their hand at the Lucasfilm style graphic adventure. Jim Douglas takes a look.

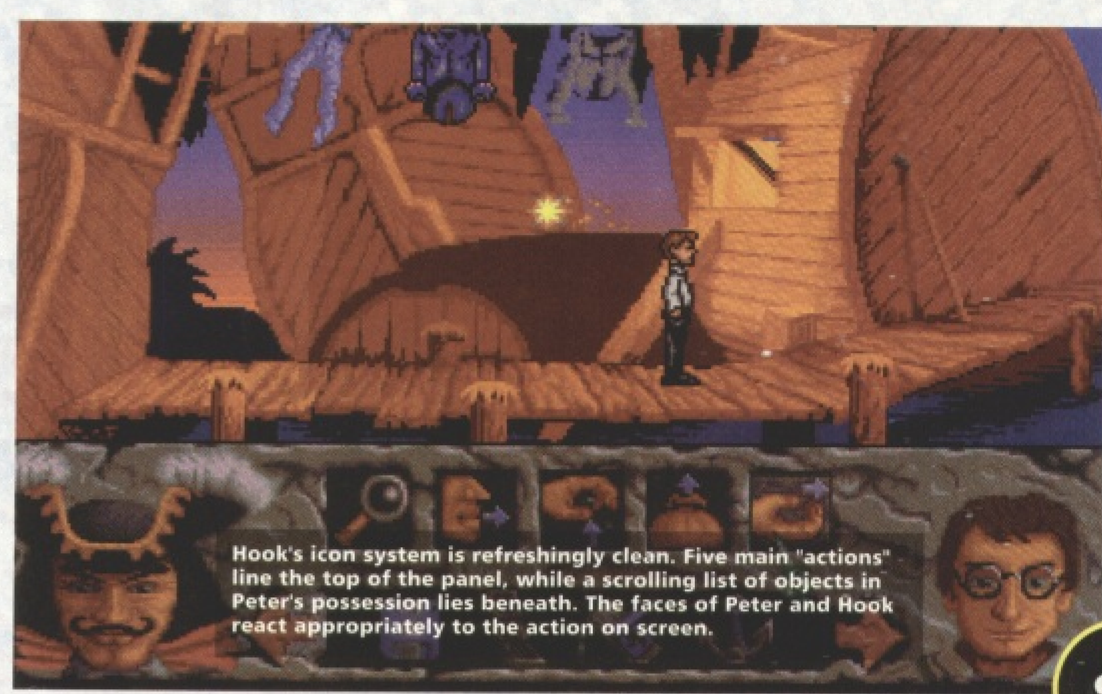
Peter Banning, stressed-out lawyer who hates flying and has no time for his children needs teaching a lesson. A lesson in compassion and love. So. Up pops a mysterious villain who whisks away Banning's children to a mystery location (Nevernever Land). Forced by the newly rediscovered Tinkerbell to return to this imaginary place, Banning must rediscover his childhood, regain his lost innocence and accept his true identity as Peter Pan in order to defeat his kids' kidnapper who is none other than - ulp - his old foe Hook!

While the gooey storyline might be as puke-inducing as a punch in the guts after an especially big meringue pie, Hook - The Game promises to be an altogether more enjoyable affair. Ocean have adopted the Lucasfilm style of icon-driven graphic adventuring for their latest small-screen epic, and the results are pretty impressive.

The player, as Banning, begins the game in Nevernever Land and must immediately set about rescuing his children and orchestrating the downfall of the evil Hook.

A reasonably regular pattern of puzzles and clues emerges, with the player being given helpful pointers by the various characters in the game and, should the storyline really grind to a halt, Tinkerbell herself offering useful advice.

The action is controlled using the icon panel in the bottom third of the screen and the animated Peter walks around from location to location using the most simply point-and-click commands.



Hook's icon system is refreshingly clean. Five main "actions" line the top of the panel, while a scrolling list of objects in Peter's possession lies beneath. The faces of Peter and Hook react appropriately to the action on screen.



(Above) Peter's first encounter with Hook is impressive to say the least. A massive scrolling sequence ensues assuming you're carrying certain items to attach the wiggy rapscallion's attention. Then, having set up a date for a big showdown, Peter should make his excuses and leave in order to prepare for his mammoth training session.

(Right) Having made a none-too elegant departure off the side of Hook's boat, Peter finds himself stuck underwater. The mystical Shell Lift seems out of order. Fix it!







(Above) Once at the top of the Shell Lift, Peter can survey the whole Island. But there's no time for gawping at the scenery. Hear down the branch and into...

(Right) The Never Forest! No adventure would be complete without a maze, and Hook is no exception. Using his skill and judgement, Peter must make sense of the eerie wood (excellent music here) and find its inhabitants.



Aha! The Lost Boys, oiks of an outstandingly rough nature. Notice that their plates are empty, yet they seem to be enjoying a mighty feast? If only Peter could see things as they could...

PETER & TINKERBELL'S EXCELLENT ADVENTURE

The main aim for Peter when trying to rescue his children is not defeating Hook, but making himself ready to defeat him. In Nevernever Land, an overstressed lawyer stands little chance of effectively dealing with fantasy foes like Hook and his cronies. The key to preparing Peter for his final showdown with the be-wigged pirate is helping him to rediscover his childhood and his lost innocence.

Thankfully, this isn't quite as wretched as it sounds, and Peter's encounters with events which reasonably closely mirror the plot of the









film are both entertaining and intriguing. The narrative is really quite strong, and pulls the player through the action with surprising ease. The plot develops just fast enough to continually present new leads and clues.

Here we take a whistlestop tour around the major locations in the game, and examine the sort of things which Peter will have to get up to in order to regain his Panhood and ready himself for the climactic battle with Hook himself.

(Above) The Four Seasons, just around the back of The Lost Boy's place. All manner of useful objects can be found here. That branch looks interesting. And what is the chicken hiding?

(Right) Tinkerbell proves to be an invaluable source of informatin for baffled players, guiding them through their strange new world whenever she can.



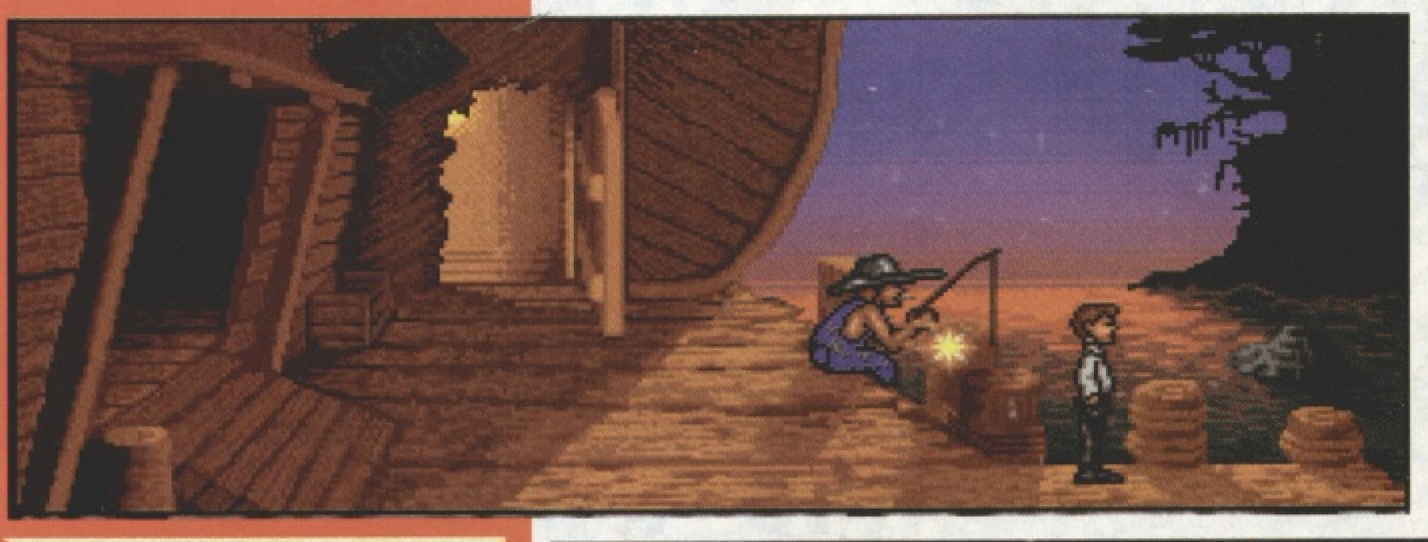




(Above) Hmm. A broken yet absolutely enormous slingshot. Maybe this is the key to Peter rediscovering how to fly. But how to mend it?

(Left) Back at the Beach. Whenever Peter's progress is blocked, the reason is clear. here, the pirate won't let him on the boat because he looks like a lawyer, not a salty seadog.





THE VERDICT

Hook is a pretty impressive game. Certainly, when you bear in mind that this is the first every graphic adventure to come out of the Ocean stable, it's an achievement worth applauding. Special commendations go in particular to the graphics and sound - both are exemplary. The visuals are cartoony enough to amuse and atmospheric enough to enthrall. And the music, although in no means ever-present is simply excellent.

The object handling and conversation routines (a multiple choice menu to click through) are exceptionally friendly, and there are simply stacks of extra touches thrown in for good measure. The game gets the player off to a flying start with a clear indication of his mission and immediate objectives straight away, and always points him in the right direction upon completion of a particular puzzle.

The biggest criticism of the game is that it, well, isn't very, uh "big". While there is quite a lot to explore. Plenty of characters to talk to and lots of mini-puzzles to solve, there really isn't much to really get one's teeth into. There are only three main sections of the game; Pirate Town, Peter's encounter with the Lost Boys and the final confrontation with Hook himself.

Although the story hangs together very well, and the player is drawn into the adventure most convincingly, there just isn't really enough of it.

So, while experienced adventurers may find the ride short-lived, everyone who plays is sure to enjoy it.



(Above) The surgery of Dr Chop is a grizzly place indeed. And the player will need to get on the wrong end of the good doctor's pliers in order to get enough cash for some essential purchases. The Doctor must be visited at the start of the long process of assembling monies and other items in order to equip Peter with a fine Pirate's costume. The conversation selector works in a reasonably standard fashion, with potential phrases cycling through in a dark colour and the chosen one being "spoken" out in yellow.



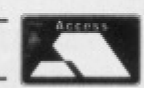
(Above) Doing wonders for what, in essence, is a rather soft storyline are the graphics and sound, each adding bucketloads of atmosphere to every location. While the animations of the main characters is quite cartoony, the excellent backdrops and truly staggering music do wonders for the feel. These elements conjure up feelings of being in both an olde worlde pirate town and a completely mysterious and bizarre place like the Never forest remarkably well. Top marks!

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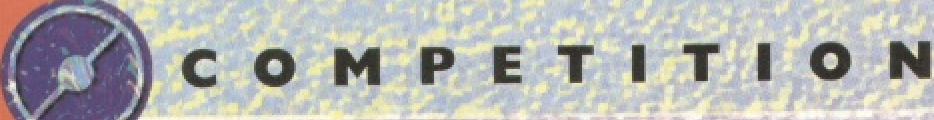
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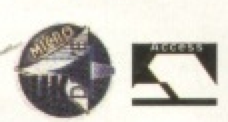
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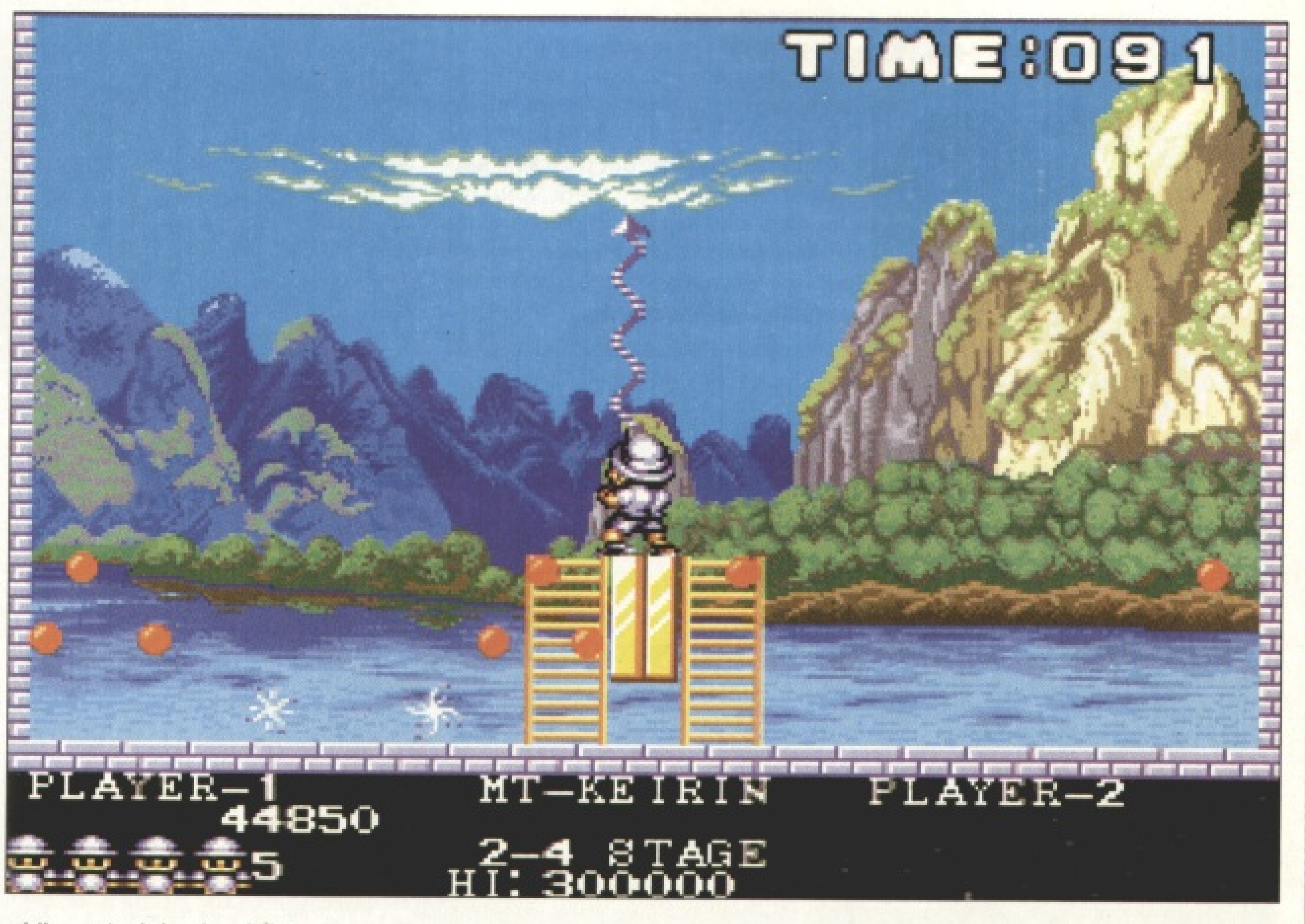
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PANG
The Hit Squad £7.99

Busting balloons may not exactly sound like a top idea for an arcade game, but in the case of Ocean's conversion of the little-known Mitchell coin-op, it's an absolute stunna. Originally awarded a healthy 90% back in the October 1990 issue, Pang is, like Toki, Plotting and Beach Volley, one of those rare gems to come our way from the highly-talented Ocean France team. Based loosely on Asteroids, it's about as simple as this sort of game gets. It's played over a series of static screens (each one represents a country from a world map around which the player travels), with the objective for each being to destroy all the big big bouncing baubles with the aid of a harpoon gun. Your little geezer scurries about at the bottom of the screen, shooting upwards at the balloons and popping them into smaller balloons. When every last balloon is gone, it's onto the next stage. And so it goes on.

Things are considerably spiced up by the addition of enemies such as birds and hermit crabs that home in on you, stopping you from firing for a few seconds if they touch you, and a plethora of power-ups that perform all manner of handy tasks. You can swap your weapons for a multitude of more enhanced models, shield yourself from harm, freeze the balloons for a short while, extend the time limit and so on. On later screens things are complicated still further by the arrival of platforms and ledges that the player can whizz around on.

I've yet to find anyone who won't admit that Pang is a great laugh - especially in the competitive simultaneous two-player mode. It's simple, fast and frenetic as all good arcade games should be, and looks and sounds absolutely lovely. It's by far the jolliest little game I can think of off-hand, and at this price you really don't have any excuse not to go out and buy it now. Re-release of the month, without a doubt.

TINKY RATING: 90%





HORROR ZOMBIES FROM THE CRYPT

GBH £7.99

Why do they bother? Companies trying to do 'scary' horror games, I mean. They sure as hell don't scare anybody and nine times out of ten they're decidedly mediocre anyway. This is certainly true of the awesomely below-average Horror Zombies from the Crypt, a game that supposedly pays homage to the classic horror flicks of yesteryear. In it you play a hapless hero who stumbles into a creepy mansion in the dead of night (oh yes, because that sort of thing happens all the time) and then has to try and escape.

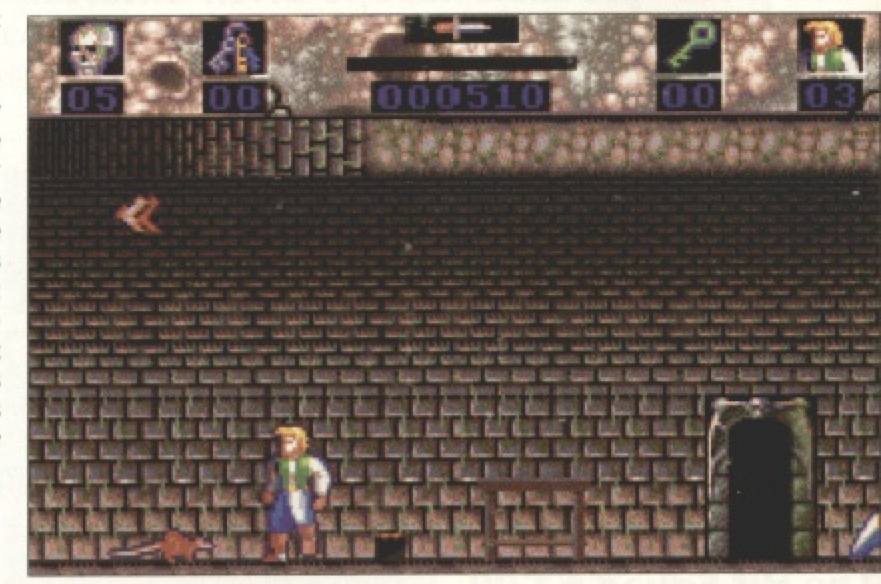


Naturally this unlikely scenario manifests itself into a scrolling arcade adventure with the baddies all extras from various generic cinematic shockers. You've got zombies, vampires, frankensteins stumbling about after you... it's all quite predictable really. The basic object is to avoid these meanies (or, better yet, kill them with your throwing knives), explore the various levels, collect keys and objects, unlock doors... you know the sort of thing. There are some vague platform elements - many items of furniture can be climbed and jumped on, and in some cases moved about.

If anything, Horror Zombies is best compared to something like The Addams Family - although this can't dare to hold a candle to Ocean's classic platformer. Here the action is stunted, slow and unexciting. There's very little to hold your attention, and the rather gratuitous death sequence (your head blows up unconvincingly), little effort has gone into trying to make the game anything like the horror movies it's supposed to be a tribute to. It's not totally unplayable, but it lacks imagination, hasn't been very well put together and as a result comes across as one of the most mediocre games we've seen in a good few months. Buy something else instead.

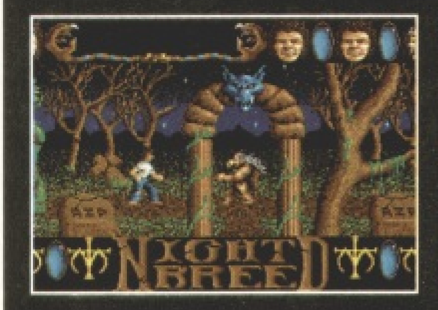
TINKY RATING: 55%





NIGHTBREED: THE ACTION GAME

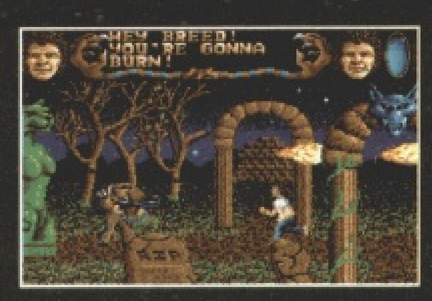
The Hit Squad £7.99



Oops. Ocean obviously thought the Nightbreed was going to be a mega blockbuster at the cinema, comissioning not one but TWO games based around Clive Barker's pseudo-horror flick. Unfortunately, as it turned out, Nightbreed was little more than a mediocre and rather shabbily-arranged film that died at the box office and... well, that's about it. The law of averages dictates that for every Total Recall or Terminator 2 that Ocean signs up, there has to be a Navy Seals or Darkman as well. So, what we have here is the action-orientated interpretation of one of Ocean's more spectacularly unsuccessful licences of recent times.

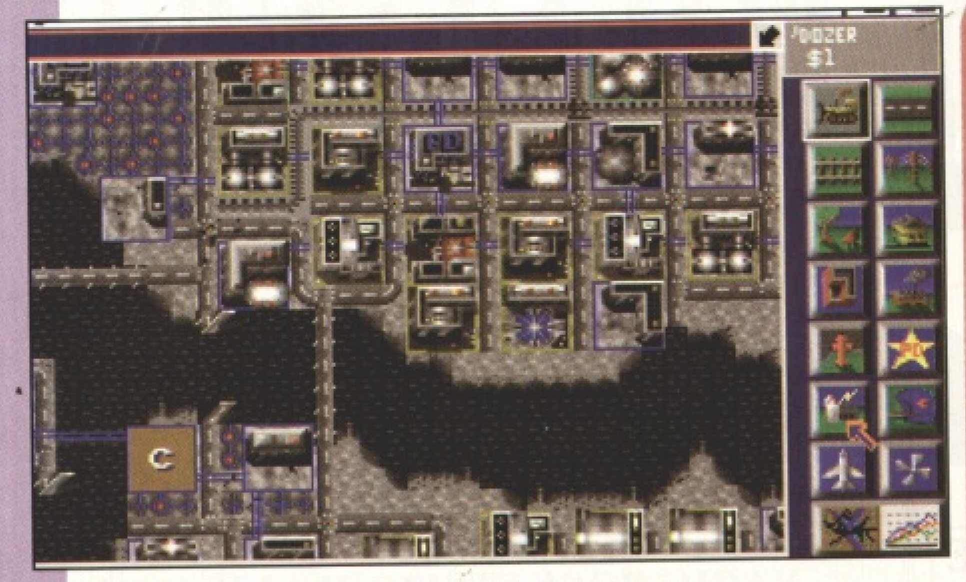
Of course all this would have been entirely forgivable had the game itself been any good, but unfortunately this isn't the case either. It is, in short, quite a poor attempt at an arcade adventure based in the loosest possible fashion around the ill-fated movie. The player is cast as Boone, the human hero who must venture through the bizarre underground kingdom of Midian to rescue the Nightbreed, a freakish race of mutant humanoids from a bunch of neo-nazi cops who want to destroy them. There's also a sub-plot involving your personal confrontation with a serial killer, but basically all it boils down to is a sideways-scrolling arcade adventure cum beat'em-up that sees you constantly trying to fight off no end of perils (various groping monsters, cops with flamethrowers etc) while delving deeper into the maze-like subterranean world.

Given the film's potential for game conversion (yes, it did have some), Nightbreed is a surprisingly poor effort, lacking in imagination and execution equally. There's nothing here you haven't seen done better a dozen times in the past, and the graphics are sloppy to the point of positively off-putting. A couple of nice ideas, but ultimately depressing, dodgy and deadly dull. Horror Zombies From the Crypt is better, and that's saying something.



TINKY RATING: 45%





SIM CITY DATA DISKS

Action Sixteen £7.99



This is interesting - sort of. It's our view here at The One that data disks tend to be criminally overpriced, which is why we particularly welcome this - the first, so far as we can remember, set of add-on modules to be re-released on budget. Now fans of Sim City (for the disks are for that fine product) get the chance to enhance their enjoyment of the Maxis classic at a far more appropriate price. The three disks are, in no particular order, Architecture 1, Architecture 2 and a Terrain Editor.

The architecture disks, it has to be said, are no great shakes - although they're bound to be welcomed by die-hard fans fed up of constantly looking at the same set of graphics. What you get here are three new sets of graphics from different historical eras on each disk, with the game logistics fiddled around with appropriately. Architecture 1 features Future USA, Future Europe and Moon Colony scenarios, while Architecture 2 boasts the chance to play around with Ancient Asia, Medieval Times and the Wild West. The changes in gameplay from scenario to scenario are only quite slight, so the disks are really more of a novelty than anything else.

The Terrain Editor, on the other hand, is a far more involving package that allows the user to design his own worlds and landforms from scratch, creating rivers, islands, trees and other natural features, as well as customise just about every game parameter. You can of course play around with your creations, but nevertheless it's much more of an experimental tool than a straight game, and one that serious Sim City buffs will have a lot of fun with.

You don't really need me to tell you that these three disks are only really going to be of any interest to real Sim City addicts - casual players are unlikely to find much to interest them here. I'm not too keen on the Architecture disks, which are frankly more of a gimmick than a real extension of the game, but the Terrain Editor's well worth looking at, especially now that it's at a more reasonable price.

TINKY RATINGS:
ARCHITECTURE 1 & 2: 60%
TERRAIN EDITOR: 80%



ITALY 1990

Kixx £7.99





Oh God, please no more. I thought that doing the budget section might be a good excuse for me to get away from the relentless tide of football games that have been assaulting the office lately, and look what happens! Another one! Aaaarrgghh! This is, quite simply, getting beyond a joke. The choice available now is mind-boggling - although no doubt the more pocket-conscious among you will be giving this licence, left over from the World Cup of two years ago, serious consideration.

Since it's an official World Cup game, there's only one tournament option - and you can guess what it is. Select your team from the 24 available and begin your campaign to pick up the greatest sporting prize in the world by battling through the various stages to the final itself. The footballing action itself is pretty basic, adopting a foreshortened birds-eye view that scrolls around relatively smoothly. Control too is conventional, with that old favourite, the ball that magically sticks to your feet, putting in an appearance. Unfortunately there's not really much in the way of gameplay - with no radar and only a small area of pitch on screen at a time, all you can do is boot the ball and hope it finds its way to a player - not exactly the apex of soccer tactics. Basically, it hasn't got that all-important feel that makes or breaks a game of this type.

On the plus side, the game's very comprehensive, with smart TV-style presentation, squad and tactics selection and, for once, a real tournament format with teams playing in their respective groups. A lot of effort's gone into making the game authentic, but the actual on-pitch action seems to have been sorely neglected as a result. As such it's more likely to appeal to purist fans of the sport itself that those just on the lookout for a fine football game. If it's a slice of proper football action you're after, you'd be much better advised to save your pennies and invest in Striker or Sensible Soccer instead. You know it makes sense.

TINKY RATING: 60%

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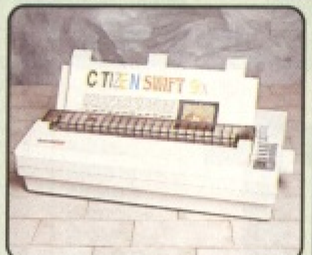
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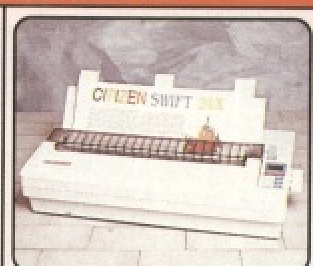
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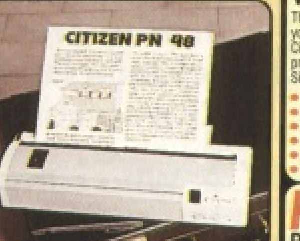
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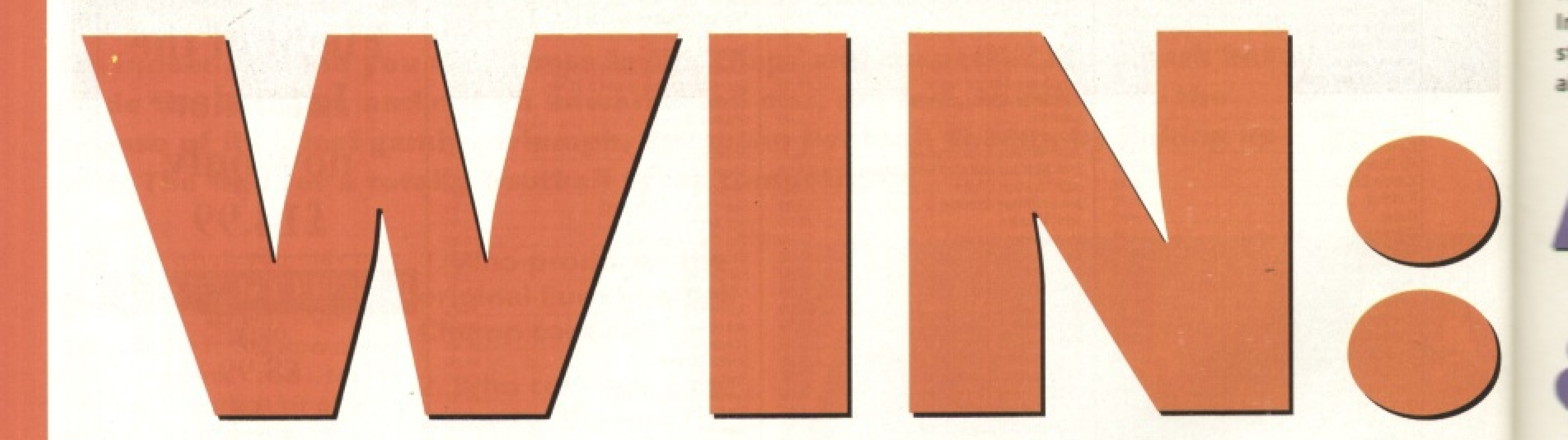
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Phew! You don't know how lucky you are. We were so close to offering the chance to win a complete set of camping gear you wouldn't believe it. But fortunately good sense (just) prevailed and we've decided to celebrate the launch of the firm's forthcoming forest-orientated blaster with a completely unconnected prize. Electronic Arts are just so damned proud of their latest blast that they want to award you lucky people with a stunner of a prize, tie-in or not!

WHAT YOU DON'T WIN

All manner of prize ideas were considered, only to be flung in the bin for being, er, inappropriate. You could have had a trip to some woods, a little gas stove (to cook on in the woods), some seeds to grow your own trees, some clogs, some golf clubs (without the irons), some shelves from Habitat or maybe a rocking chair. But in the end, nothing seemed quite right.

WHAT YOU WILL WIN

The first prize winner will win this top-level remote-controlled Panasonic NVF57SB HiFi Video Recorder blessed with Nicam digital stereo - worth a whopping £500! - plus a copy of Risky Woods. A further fifteen runners up will receive a copy of the game. Of course, there's a host of excellent movies which you could rent out to watch on your new vid in order to get fully into the Risky Woods mood. Maybe you could watch some Woody Allen films, har har. Or maybe Risky Business. Or Callan with Edward Woodward in. Or maybe not.

THE GAME

The wise old monks who guarded the wisdom of the lost land have been turned into statues by the fiendish Draxos and his evil legions. Rohan, evidently the only person in the whole of the lost land with any stones, takes it upon himself to rid the land of the horrible bugs and monsters, release the monks and once again restore peace and prosperity to the land. Rohan must scroll through four simply massive levels, hacking and slashing for all he's worth. And who gets to guide Rohan? Why, it's YOU!





A fuller (and slightly better) description of the game can be found in Gary Whitta's simply exquisite review on page 79, but it's worth noting that it looks rather smart, as our picture confirms.

RULES
This competition is not open to the employees of EMAP Images or Electronic Arts, their friends or relatives. The competition will close on 21st July and the winners will be notified shortly afterward. The Editor's decision is final and no correspondence will be entered into. No alternative prizes will be given and, while every care is taken, EMAP Images cannot be held responsible for entries lost or damaged in the post.

HOW TO ENTER
We were going to ask you some questions about trees or something, but we couldn't find an encyclopedia so decided not to. Instead, we'd like you to write a short story (we're talking 200 words or less) about someone having to enter some risky woods of their own. Why do they have to enter the woods? And what makes them so risky? We're intrigued! Maybe the hero of your story has to battle evil hordes like Rohan, or maybe they have to go to the shops or something. The story that Jim the Ed judges to be the best will win. Don't be afraid to make your story a bit saucy if you like. The winner, so long as it is of a reasonable standard, may well be printed in a forthcoming issue.

THE COUPON
Fill in the coupon, affix it to your story and send it to: Risky Story Competition, The One, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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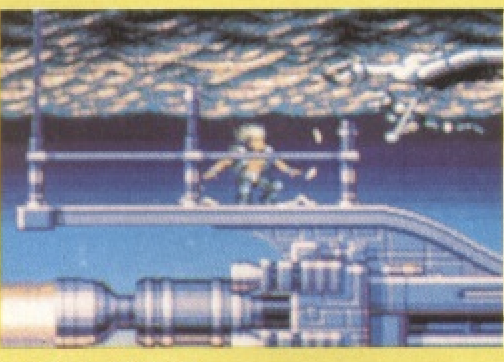
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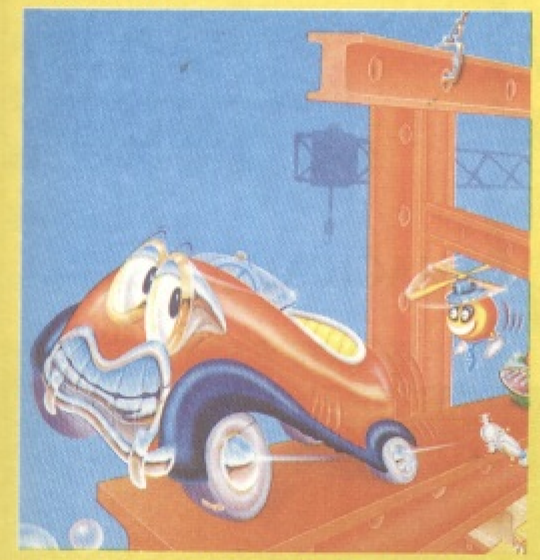
Your role as a Zodiac agent is to infiltrate the sixteen-floor headquarters of the Corporation and



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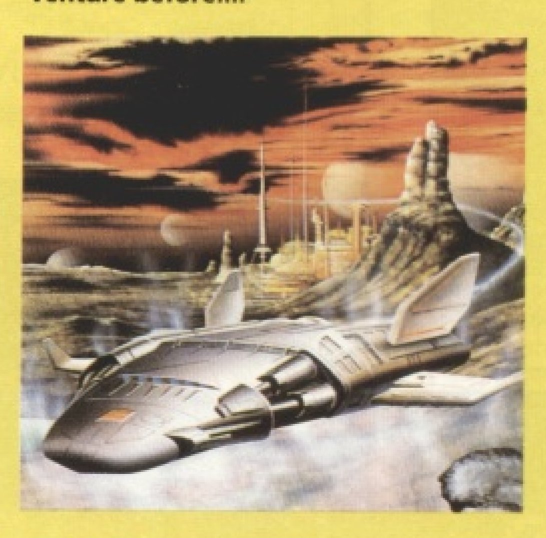
As Arnie, you drive round all eight worlds featured within the game's 48 levels attempting to turn Captain Grim's evil back into good. You must rescue your kidnapped friends, make all the worlds a better place again and then go on to defeat Captain Grim at the exciting climax of the game.

FRENETIC

Is there life beyond the outermost edges of the universe? Join the scouting team which is sent to break



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Evil lingers all around .... a shadow of despair has been cast over your homeland. Avenge your people and complete the 600 screens over five levels to the final confrontation with the evil necromancer.

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The year is 1999. World peace is being threatened by an unknown enemy force. you and your accomplice have



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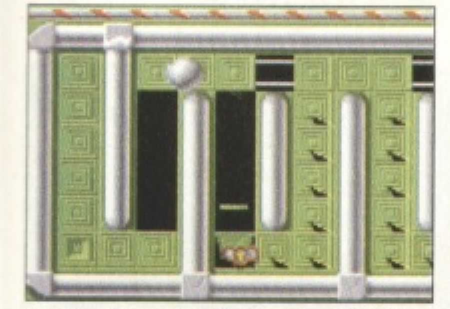
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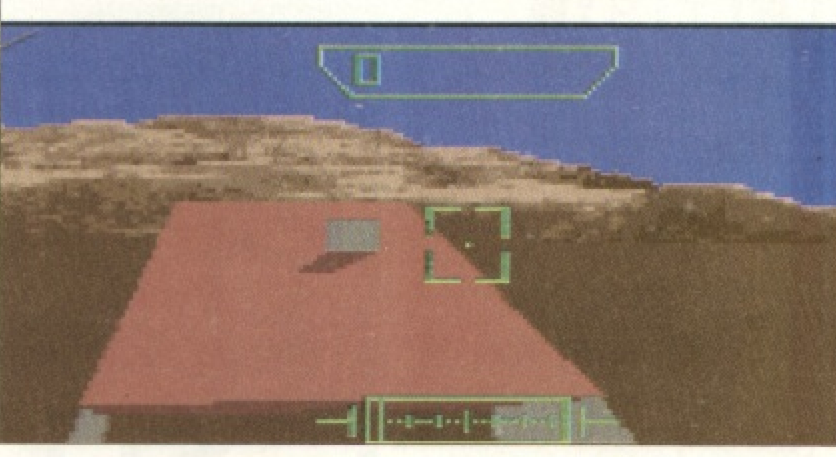
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PD ZONE

PD or not PD. That is the question. Whether it is nobler in the mind to suffer the slings and arrows of outrageous Shareware or take arms against a sea of Licenceware and, by reviewing, end them. Or something.







THE ASSASSINS VOL. 22

Public Domain & Shareware (512K & 1MB games). Fortiss PD, disk 713.

Just one month after I reviewed The Assassins Volumes 20 & 21 yet another of their compilations plops through my letterbox. I must admit I didn't find this volume's set of games up to The Assassins' usual high standards but it's a pretty good selection none-the-less.

There are four games on offer. Lemmingoids was reviewed in the first PD Zone two months ago, so I'll not go on too much about it. Suffice to say it's brilliant and a right laff.

Duel is a two-player head-to-head 3D tank battle game. The screen is split horizontally down the middle, so that each player has his own solid-polygon 3D view on the game world, a barren wasteland strewn with cover-providing boulders. Trundling around in their techno tanks, the players have to use their skill and ruthless cunning to blast each other to Kingdom come. The graphics are a little slow and jerky but just about adequate. Although reasonable fun, Duel really is not the sort of game to keep you fascinated long - it just gets too boring, too quickly and it's unlikely to spend more than about fifteen minutes on your Amiga before being turned off.

Mouth Man (sadly the only 512K game on the disk) is a clone of Pac Man and a pretty good one at that. The graphics look identical and the sound effects appear to have been sampled direct from the original coin-op. The only downer is that the action is a little slow and there's a slight but annoying 'pause' in Mouth Man's movement when he turns a corner. It sounds trivial but it's not - half the joy of Pac Man was the way the hero glided smoothly around the mazes and that joy is missing here. Still, you could do a lot worse.

Wizzy's Quest is the star of the bunch. Don't be fooled by the Z-grade primitive look - it's an addictive little bugger that certainly took me by surprise. The player controls a wizard's apprentice who has to protect his absent-minded master as he progresses through fifty levels of platform perils. His head buried in his spellbook, the Big Wiz will happily walk anywhere - even right into the path of a monster! Using his block-building skills, the player has to construct a safe path through the monsters and traps and get Big Wiz to the level's exit. Tarted up a bit this could easily pass for a full-price release. Don't miss it.

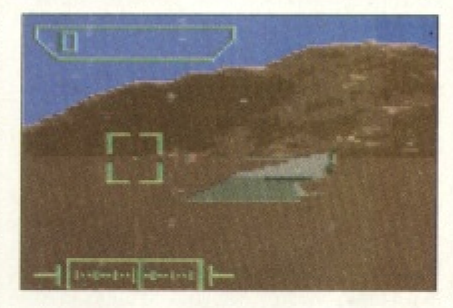


Fortiss PD have a rather excellent offer going on The Assassins collection of disks. For just under twenty quid you can get all 22 Assassins disks - that's 100 quality PD games! Interested? I bet you are! To order, send a cheque or postal order for £19.99 to Fortiss PD at the address given in the 'Roll Of Honour' box. If you have an Access, Visa or JCB card you can order over the phone. To help speed up the processing of your order clearly label your payment 'Assassins Game Pack Offer'.

ESCAPE

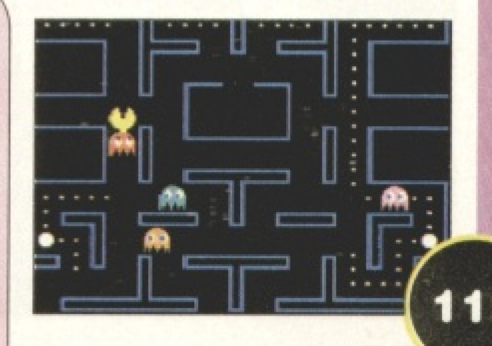
Public Domain (1Mb only). Crazy Joe's, disk 2236.

Imagine an experience so terrifying you'd find non-stop viewing of Bob's Your Uncle preferable. Imagine running down narrow tunnels, jumping over crumbling floor panels and dodging giant crushing boulder, all the while a time limit slowly ticking away. Imagine, if you will, the little piece of PD Heaven called Escape.



It's another entry in the genre 'Arcade Puzzler'. The player controls a little geezer as he runs around a series of top-down viewed mazes. The aim is simple: make your way from the starting point to the exit. Ah, so simple - notttt! Each maze is packed with perils, namely the floor panels and the boulders mentioned above. In addition, sealed doors can only be unlocked by treading on certain switches in a specific order. And trying to think straight as the time dwindles away is not easy.

Escape is excellent. It's addictive and fun, although it does get tough a bit too quickly for my liking. If I wanted to gripe I could mention that sometimes your bloke seems to get 'snagged' on the scenery - a fatal mishap if you're standing on a crumbly piece of floor or being chased by a giant marble - but this doesn't happen much and can be avoided. All in all, smart stuff indeed.



OOOOPS!

Last month the PD Zone carried a piece on ABOT PD's excellent 'How to set-up your own disk' disk. The article stated that the disk costs £1.50 but for £3 Dave at ABOTS would provide printed documentation and a couple of disks of fonts and so forth. What wasn't explained very well is that the £3 is an additional cost to that of the disk. If you want everything in one go you have to pay £4.50, not just £3. Our apologies to any confused readers and to Dave Robinson at ABOTS PD for any inconvenience caused.

PD ZONE

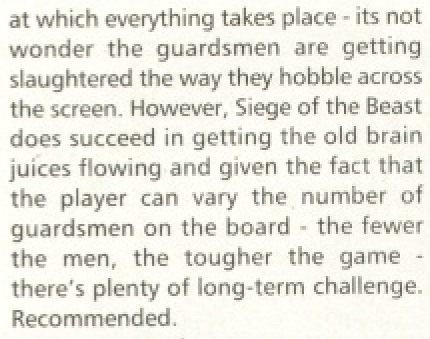
SIEGE OF THE BEAST

Public Domain (512K). Crazy Joe's, disk 2235.

Now I don't know if you've played the ancient boardgame Fox and Geese but if you have you may find Siege of the Beast strangely familiar. You control a platoon of village guardsmen as they try to trap and kill a savage man-eating snake as it prowls around their hometown (which bears a uncanny resemblance to a draughts board).

In turns, you select and move one of your guardsmen to an adjacent empty square and then the snake - controlled by the computer - moves or, if there's a suitable victim nearby, attacks. The snake only strikes if there's a neighbouring guardsman with an empty square behind him. The snake moves and snacks upon the meaty morsel then continues on to the empty square. It's like jumping over your opponent's piece in draughts. To win the player has to surround the beast so that it can neither move or attack.

I'm probably not surprising you when I tell you that it's not the most nail-bitingly exciting game in the PD Universe, especially given the slow rate at which everything takes place - its not wonder the guardsmen are getting slaughtered the way they hobble across the screen. However, Siege of the Beast does succeed in getting the old brain juices flowing and given the fact that the player can vary the number of guardsmen on the board - the fewer the men, the tougher the game - there's plenty of long-term challenge. Recommended.





E-TYPE

Shareware (1Mb only). NBS, disk G273.

If I see one more variation on Asteroids I think I'll scream. No, really, I do. In E-Type the player pilots a super-duper space fighter as it whizzes around rubble-infested spacelanes. Unlike Asteroids, the player's ship stays in the centre of the screen and the rocks and boulders move around him. The aim is to collect little gem-like crystal-style thingummyjigs that float across the screen. Collect enough and the player moves on to the next level. There's a power-up icon to snap up too, which causes a TV screen to appear. The player can then scroll through the weapons upgrades on offer and select whichever one takes his fancy, just like Telly Shopping.

All this would be fine if it weren't for the facts that (a) it really isn't that fun and (b) the ship's inertial control just doesn't 'feel' right. Games of E-Type's ilk are all about having excellent control over your ship as it darts around - remember Thrust or Oids, for example - and if the game lacks this you might as well not bother playing it at all. So don't.



ROLL OF HONOUR

Stand up and be counted all those lovely PD libraries that sent in review software.

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* Fortiss PD, P.O. Box 2, Earl Shilton, Leicester LE9 8LU. Tel: (0455) 850984
* NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA. Tel: (0983) 529594



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2 -1498 Text Engine 3 Word
3 -1479 Visicalc
4 -1369 Opti Utils 2
5-1541 600 Business letters
6-1720 Superdooper(Backup Util)
7 *1927 Protracker 2.1a
8 -1340 Disk Salve
9 -1767 Fractal Generator
10 -1817 HD Click

ALL TIME TOP 10 DEMOS

1 -651 Scoopex Mental Hangover,Fantastic
2 -913 Phenominal Phenomena
3 *1562A+B Hardwired
4 *1574 ABCDE Odyssey
5 -1883 Andromeda Dos
6 -1439 Quartz Demo
7 -1447 Devil's Demo
8*1893 Anarchy Krest Mass Overlode
9-1928 Andromeda Multica
10-1938 Digital Chameleon

ALL TIME TOP 10 GAMES

1*1960 Crazy Sue (platforms Action)
2 -1959 Doody (MarioType)
3 -1868 Tetrix (Awesome)
4 -1351 Willy's Quest
5 -1845 Lemmingoids
6 -1944 Frogger
7 -1908 Challenger (Quiz)
8*595 & 596 Star Trek
9- 1850 Rummy (Classic Card Game)
10 -1872 Puggles (Qbert)

LAST MINUTE PD

1972 ....K-Klass Remix
1971 ....AB Suicide Blonde Mix
1970 ....Plus Issue 9
1969........................ Plus Issue 10
1968 ....Plus Games Vol 2
1967...............Amiga Punt (Race)
1966........................Tetra (Tetris)
1965............Flag Catcher (Game)
1964........Cyclops (CyclePicGen)
1963* ....Scorpius Mapper
1962 ....Plus Games issue 3
1961 ....Astro 22 (Astrology)
1960 ....*Crazy Sue (Game)
1959 ....Doody (Mario Bros)
1958 ....Warzone (Game)
1957 ....Marvel Slideshow
1956.......................Short Modules
1955 .....Unsporting (New 2 Meg ....Schwartz Anim)
1954............ Boot X 4.49 (NEW!!)
1953........................ Fractal Music
1952............*Terminator 3 Demo
1951 ....Anarchy Party Music
1950 ....Grisly Gruesome 1.5
1949......... Mayhem on Wheels 2
1948......... Mayhem on Wheels 1
1947 ....Scorpius Mapper
1946 ....Pontoon + Orbit
1945................. My Tin Toy Anim
1944.................... Frogger (Game)
1943 .... Flash Copy
1942............ Zero O Music Demo
1941.......... Turtles Game (Good)
1940 ....Anarchy Intro's
1939......... Alister Brimble Music
1938............. Digital Chameleon]
1937 ....Dizzy Tunes
1936* ....Anarchy Hardcore
1935 ....A+B Science Music
1934................. Evapor & Remix
1933...................... G. Rave Music
1932* .... 200 AD Slides
1931................ In The Can Demo

ALL TIME TOP 10 SLIDESHOWS

1* 1104 Fantasy Pics
2-1015 Gary Tower Art
3- 968 Ham Pics
4-839+840 Lots of Models
5- 581 Exodus Slides
6- 1316 Ray Traced Pics
7* 1441 Atlantis Slides
8- 1465A+B Terminator 2 Slideshow
9- 1417 Graphics Cons Kit
10-1957 Marvel Slideshow

ALL TIME TOP 10 CREATIVE DISKS

1-1867 Sid 2 (Directory Disk)
2-1802 Music Mania (Sountracker Med ETC)
3-1221 Music Rippers
5-1071 Crossword Creator
6*1582 RSI Demo Creator Version 2
7 -916 Ham Lab
8-1255 Picture Help
9-353 Ghost Writer
10-1909 Free Paint (Art)

ALL TIME TOP 10 MUSIC DISKS

1* 685 Kefrens Juke Bob
2- 1802 Depeche Mode .... Hits
3- 1034 Alcatraz 20 min
4- 1089A+B Silents Blues
5- 920 Music Dreams 1
6- 1297+1298 Classical ....Stuff
7- 1443 Prophecy Numeric
8- 1854A+B Erasure Breath ...of Life Remix
9- 1935A+B Sounds Science
10*1939 Alister Brimble

TOP 10 ANIMATIONS

1- 31 Car + Unicycle
2- 583 Busy Bee
3- 911 Applecus
4* 1022 Amy Walker
5- 1253A+B Dating Game
6- 1592ABCD At the Movie 2
7- 1289 Pogo (2Meg)
8- 976 At the Movies 1 (2 Meg)
9- 464 Space Sphere
10- 1955 unsporting (2

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PREVIEWS

It's usually about here that we write some seasonal drivel in order to pave the way for the top-quality previews that lie beyond, but caught as we are in the middle of Summer, we're at somewhat at a loss for words. After all, as we used to say on ACE, what is there to say about the merry month of... July? Nothing, that's what! So, with that rather lame excuse out of the way, all that remains for us to do is stand around a bit and wait for the previews themselves to start... tum te tum... oh, we should have known. You wait all this time for a preview to arrive, and then six of them come along at once. Bloody typical.



CURSE OF ENCHANTIA
Core Design

We hate to have to admit it, but the Americans have always known a hell of a lot more than us about writing adventure games. Since the days of Infocom they've been the top men - nowadays it's the likes of Lucasfilm and Sierra that show us how it's done. But, as ever, us gallant Brits are fighting back with this month's Lure of the Temptress and, in a few month's time, a new made-in-Britain effort that producers Core Design promise will put a few noses out of joint across the Atlantic.

Curse of Enchantia is a graphical adventure in the Monkey Island mould that tells of a young boy, Bradley, who's been pulled out of the real world and into a bizarre fantasy land by a wicked witch obsessed with hanging onto her youth. As Bradley, the player's task is to escape from the magical world and sort the witch out into the bargain - not easy when you start the game bound, gagged and manacled to a dungeon wall! Like most modern-day adventure fare, Curse of Enchantia uses an intelligent point-and-click command system which minimises fuss - and Core is promising a few interesting new innovations on that score.

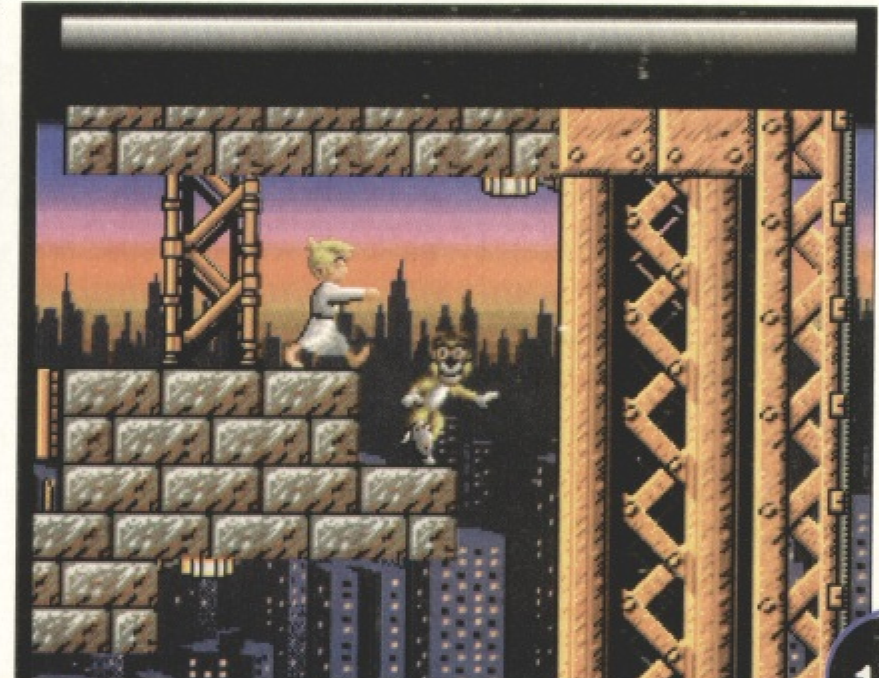




There's little extra information available on the gameplay as yet, but it's certainly one of the most stunning looking games we've seen in a while. Core's proven it can do heavyweight product with the excellent Heimdall, and who knows, this little beauty may even supersede it! We shall find out in September, when the game's released.

SLEEPWALKER
Ocean

The latest of Ocean's attempts to disassociate itself from its "licence factory" image by producing some genuinely original product, Sleepwalker is an arcade adventure with a difference. In it, the player takes on the role of a faithful pet dog who has been unfortunately lumbered with a master prone to bouts of somnambulism - that's sleepwalking to the uninitiated. As dangerous a nocturnal habit as it is, the poor mutt has to spend his nights protecting his young master, who ambles along in a dreamlike state through a series of increasingly perilous landscapes. Caves, factories and building sites are among the danger-fraught levels, and since the player has no direct control over his pyjama-clad master (we all know how dodgy it is to disturb a sleepwalker), all he can do is try to pave the way for his aimless master, making sure he's not wandering into danger by manipulating the landscape appropriately. It's certainly a very nice idea - it sounds a bit like Lemmings, but then doesn't everything these days? - and from what we've seen so far, seems to have been very well implemented with some gorgeous, and quite funny, animation on the canine hero. Due out towards the end of the Summer, you'll be seeing more of Sleepwalker in these pages real soon.







INDIANA JONES AND THE FATE OF ATLANTIS

US Gold/Lucasfilm

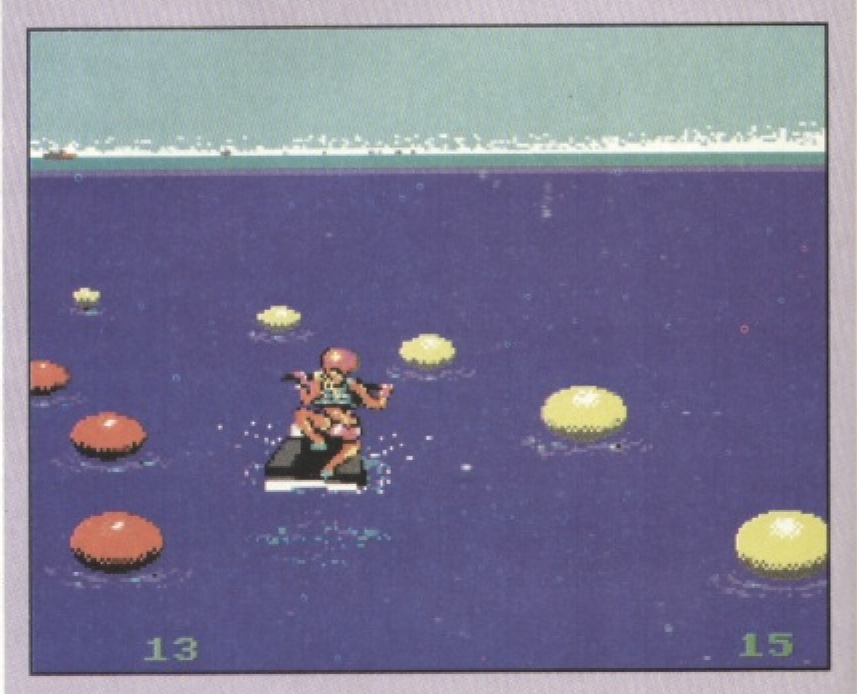
It seems as though the work level at the Lucasfilm ranch in San Rafael has reached an all-time peak. Only a few days after our mind-blowing reviewing experiences with Monkey Island 2 (see Reviews), we received an envelope from the states containing a bulging bundle of shots from the Amiga version of its latest big name in development. Indiana Jones and the Fate of Atlantis follows on from the conclusion of Last Crusade - although this time round, of course, there's no movie, so Lucasfilm's writers have had the pleasure of creating a new adventure for Indy from scratch. What they've come up with, as you may remember from the old The One's Work in Progress several months back and our recent review of the action game, is the intrepid archaeologist search for the fabled sunken city of Atlantis. Phoney clairvoyant Sophia Hapgood provides the love interest, and the ever-scheming Nazis the opposition. Expect a globe-trotting adventure equally as sprawling as the epic Monkey Island 2, combined with a smattering of arcade-style sub-games a la Last Crusade. It's expected to arrive in the Autumn, and no doubt you'll need a shopping trolley to take the disks home in. Review soon.

CALIFORNIA GAMES II

US Gold

Everybody's gone surfing.... surfing US Gold. Yes way! Little did Epyx Games (RIP) know that, when they started the "Games" series of sports simulations in 1985, their creations would still be going strong today, at the hands of third-party developers. In this case it's Creative Materials who are currently putting the finishing touches to the sequel to one of the most popular titles in the long-running series. Two of the original game's events have been reprised for this follow-up - there are enhanced versions of surfing and skateboarding, with new additions in the form of wind-surfing, jet-skiing and the latest craze, body-boarding. The less popular events - footbagging and roller-skating among them, have wisely been given the elbow. As usual, contestants can choose to play any of the events for fun to their heart's content, or compete in a proper tournament with up to seven of their mates. Things now seem to have come full-circle, with the launch of California Games II coinciding with the release of the games that started it all, Summer Games I and II, on USG's Megasports - see News. There's a review next month, for certain.







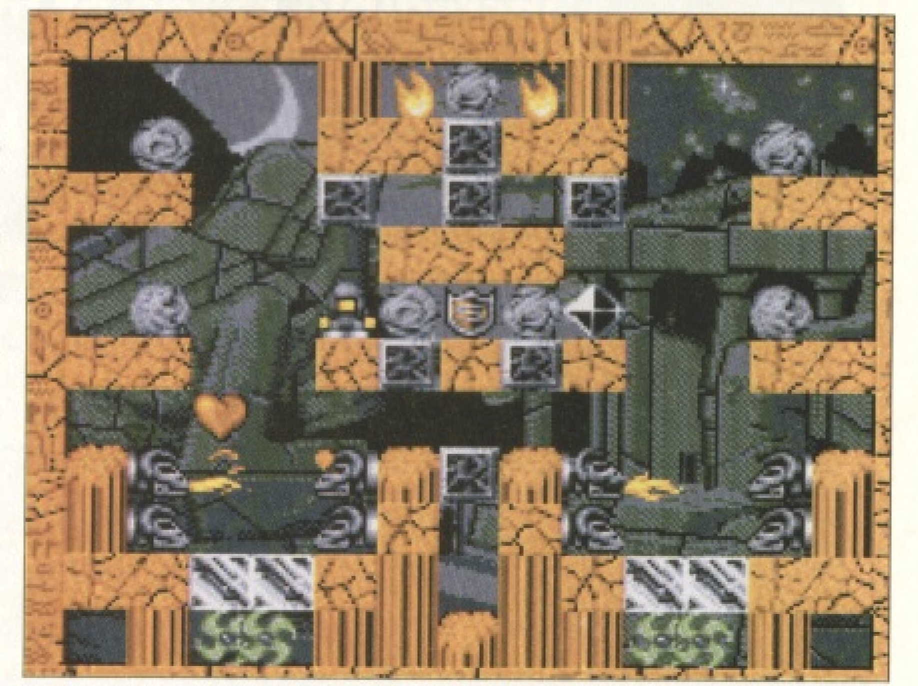


TRODDLERS
Storm

The first impression that anyone is likely to have of Troddlers is that it's just like Lemmings. And it has to be said, it wouldn't exactly be an unfair impression to have. The little guys in the artwork look exactly like Lemmings, and the aim of most of the game is to help a certain number of cute little characters escape from increasingly dangerous chambers. But actually, as Storm is at pains to point out (and is rather evident after a couple of screens) Troddlers is significantly different to the Big L. on a number of counts.

Each screen opens with the Master Troddler, which is the one the player actually controls, standing in a central position. After a second or so, a number of little Troddlers stream out of the door(s) and begin to walk clockwise around the screen, clinging to walls and ceilings as they find them.

Rather than empowering the little fellows with particular abilities (a la Lemmings), the player must instead deflect the Troddlers from their inexorable clockwise walking pattern using a limited number of building blocks, positionable in any of eight different adjacent locations to the Master Troddler, steering them away from traps and through a doorway to safety. Life progressively becomes more difficult as mechanical traps and living foes attack the Troddlers.



3D POOL
Virgin Games

Hardly surprising, is it, that a game as spectacularly successful as Jimmy White's Whirlwind Snooker (STILL in the charts) should spawn a sequel - even if it is only a pseudo one. Programmed by Snooker creator Archer Maclean using many of the same routines and techniques, 3D Pool is exactly what it looks like - Jimmy White's on a Pool table. Those expecting a radical departure from Jimmy's are going to be disappointed - control-wise it plays almost identically to its "dad", utilising exactly the same methods and devices. Of course the gameplay has changed dramatically - you're now playing on a much smaller table with less balls and a far simpler set of rules. Those who found Snooker a bit too fiddly for their liking will no doubt enjoy Pool's more basic and immediate action. Players get to choose from several variations on the game (you can play it all different ways, you know), and the trick shot editor is back, allowing you to create more stunning set-pieces to impress your pals with. You'll get your chance to pocket 3D Pool (the title has still to be confirmed) this September.



GAMES INDEX

Hold it right there, son. You don't think you're coming in here dressed like that do you? This is the Index Club, this is. We don't let any old rif-raf in here, you know. This is a high-class establishment for only the most reputable customer. We can't have any old tramp coming in to shelter from the rain. So unless you're planning to use the Index in order to assist your next software purchasing decison, bugger off. Yes, I know that it all looks very exciting in there, with all those percentages and pithy little comments, but believe me, your sort don't like it. If you think you want to buy a game, then this is the place for you. Otherwise forget it. Save your energy and go home.

Alright, you can go in for just a minute. But no longer. And if I have to come in after you, bumping into the nice sound and graphics marks in order to get you out, there'll be hell to pay, understand? Good. Now in you go, before someone sees you.

THE COMPETITION

The Competition now takes pride of place in the front of the Index, as opposed to up the back, because it's obviously better that way, and since response to the first two has been so enormous, we thought it would be unfair to make you wait an extra seven pages for what we could give you NOW. So here we are. The usual rules apply, so don't break them. Instead, send your entries to the address below and wait with baited breath to see if you are one of the lucky software winners to be drawn out of the hat on the 21st July. All the answers are in the Index, so use it!

Send your entries to: Games Index Compo 3, The One, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

1) Name the Virgin game scoring 82,89,79,80,81.
2) Which games were tipped in June 92?
3) Which game gets a N/A for playability?!

Splendid. Now, on with the cavalcade!

GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES %: GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
A320 AIRBUS	THALLION	512K	JAN 92	--	78	55	N/A	92	87	This is not a game. This is a flight simulator. Those of you who find the idea of a truly accurate simulation of flying an A320 Airbus will find it enjoyable. Those of you who don't, most certainly will not.
4D SPORTS BOXING	MINDSCAPE	512K	JAN 92	--	77	82	88	85	84	Forget Final Blow: this is what you want. Apart from some less than perfect polygon fighters and the occasional loss of speed, 4D Sports is the best fight game on the market. No question.
4D SPORTS DRIVING	MINDSCAPE	512K	MARCH 92	--	92	78	78	81	78	Mindscape's rival to Hard Driving is a bit of a game for Tetal-heads, completely full of car acceleration data and all that. Slow graphics are almost made up for with smart action replay feature and ker-razy computerised drivers to race against.
THE ADDAMS FAMILY	OCEAN	512K	JUNE 92	--	90	89	87	86	90	Help Gomez locate the missing members of his family by scouring the increasingly kooky spooky etc rooms in the Addams mansion. Excellent platform fare very much in the Mario/Sonic vein. Slick graphics. Loads of secret rooms
ALIEN BREED	TEAM 17	1Mb	OCT 91	--	92	91	89	90	90	Demo-makers Team 17's first serious attempt at games writing and publishing comes together amazingly well. Creepy tunnels gradually become overrun with alien hordes, and it's your job to sort it out. Perhaps not that long lasting.
AGONY	PSYGNOSIS	512K	FEB 92	--	92	90	79	74	84	Straight back to the bad old days when Psynosis games looked smart but had very little depth. This time the player must guide the Psygnosis owl, no less, through a number of stages of shoot-out action etc. etc. Nice power-up system, but that's it.
ANOTHER WORLD	US GOLD	512K	JAN 92	--	92	91	93	90	93	Now widely regarded as one of the more interesting developments in new software directions of the last year. Polygon-generated comic-book adventure with miles more interaction than Dragon's Lair and some extra-tasty visuals. A must.
APIDYA	PLAY BYTE	512K	MAY 92	--	74	85	84	80	79	While clearly not as polished as the likes of Project X, Apidya still offers more than enough blasting to keep anyone happy. The twist here is that all the action takes place in a garden full of malevolent insects. Quite creepy actually.
ASHES OF EMPIRE	MIRAGE	1Meg	JUNE 92	--	74	85	84	80	80	Another epic from Mike Singleton. This time, it's your mission to sort out all of the problems of an alternative Eastern Europe by talking to characters with multiple choice menus. Lots of 3D & fractals. The usual stuff.
BARBARIAN II	PSYGNOSIS	512K	NOV 91	--	78	83	81	70	80	Guide your barbarian (hence the name) through not very many levels of rather repetitive hack and slash action. Largely unremarkable, except for the graphics, which are rather attractive.
BATTLE CHESS II	ELECTRONIC ARTS	512K	AUG 91	--	89	87	74	86	85	The original Battle Chess added spice to computerised chess with its excellent fantasy-style animations of all the pieces getting mangled and eaten when "taken". This is just the same, except it's Chinese Chess (hence the name).
BATTLE ISLE	UBI SOFT	512K	DEC 91	--	85	80	92	89	88	Smart chaps that Ubi Soft are, they realised that you don't need to be a sad Tetal head to get some fun out of strategy, so in this future-war sim, they've kept all the nonsense to a minimum and let you get on with the fighting. And with good results.
BIG BUSINESS	MAGIC BYTES	512K	OCT 91	--	84	83	84	78	81	A knockabout simulation of the world of high finance. Well, simulation is perhaps a bit misleading. The aim is simply to amass loads of money by being shrewd in business. Since it's so easy to get into, it's rather difficult to put down!
BIG RUN	STORM	512K	MARCH 92	--	67	83	67	64	65	My word. If you thought Big Run was a less than excellent game in the arcades, you should see this! Slightly worse than Outrun Europa. 3D sprites chugging through a terminally uninteresting desert (Paris to Dakar in fact). Not quite as bad as the SNES one.
BIRDS OF PREY	ELECTRONIC ARTS	512K	DEC 91	--	91	87	85	90	88	Four years in development, but it still can't out do Microprose for sheer atmosphere. Multi-plane laughs and details galore, all mission driven, with stacks of weapons and all the rest, but it's not quite the megagame everyone was waiting for.
THE BLUES BROTHERS	TITUS	512K	DEC 91	DEC 91	89	90	92	91	91	Loved by the critics on its release - and with good reason! Super- characters of Jake and Elwood Blues must explore huge levels in the quest for bits of equipment needed to perform a "gig" in the local town. May sound rubbish, but it's not!
BONANZA BROS	US GOLD	512K	FEB 92	--	80	85	79	72	80	Strange visual style indeed, Bonanza Bros is all about robbery. Two fellows, Mobo and Robo have to raid increasingly heavily guarded buildings for treasure and goodies. Lots of door-slamming & stair climbing. Rather good actually.
BOSTON BOMB CLUB	SILMARILS	512K	NOV 91	--	80	75	84	82	83	Guide bombs down little wooden pathways and avoid being blown up. Very much like Logical, except with some scantily-clad ladies doing the scoring. Terrific. Pleasantly engaging but hardly a worldbeater.
BRAIN BLASTERS	UBI SOFT	512K	JULY 91	--	77	78	79	80	77	Simple game which is more interesting than you would expect to start with but who's appeal quickly fades. Grids of blocks appear on the screen for an amount of time and then disappear. The aim is to replace the blocks in the right order
BLACK CRYPT	ELECTRONIC ARTS	512K	MARCH 92	--	93	88	91	92	92	Yup, it's yet another Dungeon Master clone, but to be fair, it's better than most. Regular RPG hit-point business but with some above average monsters to conquer and an excellent user interface. Friendly and fun.

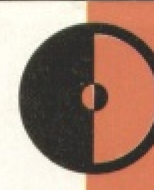
GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	SCORES % GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
CISCO HEAT	IMAGE WORKS	512K	DEC 91	--	60	63	68	65	64	Rubbishy and thoroughly half-baked attempt to provide Outrun and Chase HQ action on the Streets of San Fancisco. Awful graphics and hilarious "response" to driving commands. Steer (har har) well clear.
COVERT ACTION	MICROPROSE	512K	JAN 91	--	80	79	87	86	86	Spy your way around the globe with Microprose. While there is action a-plenty, you really have to work to get to it. Lots of wire-tapping and other rather brain-intensive clue-solving is necessary to get into any big action sequences.
CRUISE FOR A CORPSE	US GOLD	512K	AUG 91	DEC 91	93	91	90	92	92	Murder on the Orient Express on a boat.. Excellent adventure from the team behind Operation Stealth and Another World. Superb graphics and ground-breaking techniques allowing the story to develop in many directions. Nice characterization too.
DELIVERANCE	21st CENTURY	512K	MAY 92	--	80	78	81	74	81	It looks like Gods. It playes like Gods. but it's better than Gods. Yes, this arcade romp, we feel, has even more enjoyable moments than the Bitmap Bros' finest. And it's not quite the rip-off of the original that it first appears. Well worth a look.
DEVIOUS DESIGNS	IMAGE WORKS	512K	JAN 92	--	89	85	88	80	87	Devious? They're not kidding. The aim is to fill in missing blocks by moving two little guys around the edge of the screen and shooting at the baddies. Too complex to begin to explain, but cute and pretty addictive.
DOUBLE DRAGON 3	STORM	512K	JAN 92	--	83	90	83	78	84	For the third time, the brothers Lee must work their way to the right hand edge of the screen while kicking people in. Not much of an aim in life but there you go. Two-player team-up fun is obviously the main attraction here, which works rather well.
DUNE	VIRGIN	1Meg	JUNE 92	--	90	82	88	90	90	Excellent computer version of top sci-fi book'n'movie. You must sort our the dodgy spice-mining businesses on the desert planet Arrakis. Lovely graphics, super plot, but a bit of an advanced game which may be too much for beginners to deal with.
DYNABLASTER	UBISOFT	512K	MARCH 92	--	75	60	83	90	87	As a one player game it's pretty good. As a two player game it's even better. But with up to four players (thanks to a protection dongle thing) it's unbelievable! The aim is to clear screens of cute baddies with bombs - but not to blow up yourself. Better than it sounds.
ELF	OCEAN	512K	JULY 91	--	90	88	93	91	90	It's rare that a non-licenced game from Ocean makes as much of an impact as this. Elf is a simply beautiful puzzle game with astonishing hidden depths. Guide Elf around eight hostile environments trying to rescue his girlfriend. Okay, one thing about it is rubbish.
ENCOUNTER	NOVAGEN	512K	JUNE 91	--	70	72	84	88	80	Paul Woakes' highlight - the original Mercenary was a fine game. But it did come out a long time ago. So maybe it's no surprise that Encounter looks a bit dated. 3D blaster with big scaling sprites and so on.
EPIC	OCEAN	512K	JAN 92	JULY 92	94	83	87	84	88	Masters of the polygon, Digital Image Design produce an original product (unless you're a Battlestar Galactica fan) with bags of style and more than a little high-scoring combat. Pretty sound game play, but the graphics steal the show.
ELVIRA 2	ACCOLADE	512K	APRIL 92	--	88	67	86	74	77	Anyone who has played the first Elvira game will be pretty much at home in this installment. It's a standard click-on-the-icons adventure with added spice added by the lovely Ms Elvira herself. Not much instant gratification, but long-lasting.
EYE OF THE BEHOLDER	US GOLD	512K	JUNE 91	--	92	89	93	85	92	Venture underneath the peaceful city of Waterdeep to discover what is causing the all-pervading feeling of lurking evil that has recently appeared. Excellent role playing adventure with top graphics
EYE OF THE BEHOLDER2	US GOLD	1Meg	MAY 92	JULY 92	94	78	89	90	87	Very much a case of the same again. Bigger and better than before, but still bearing some problems. There's no help option to get you out of tough spots, and not really much originality. But you pays your money and you takes your choc ice.
FACE OFF ICE HOCKEY	KRISALIS	512K	NOV 91	--	79	70	80	73	74	A less than successful attempt to capitalise on the appeal of Manchester United Europe.
FANTASTIC VOYAGE	CENTAUR SOFTWARE	512K	JAN 92	--	92	93	90	90	91	A truly surprising and worthwhile licence. As pilot of a micro-sub, you are shot into the bloodstream of sick people and sent on a mission to clean up their unwell bodies. A novel twist on the shoot-em-up idea with more than a little thought involved.
FINAL FIGHT	US GOLD	512K	OCT 91	--	81	82	80	79	80	They don't come much bigger than Final Fight. With its three-way play option and the rather coin-op-similar graphics, it's about as close to a coin op as you are going to get. The only problem we can see is that it slows down whenever the screen is busy.
FIRE & ICE	RENEGADE	512K	MAY 92	--	91	88	90	92	92	An impressive outing from the boy Braybrook. This is his first Amiga-first game, and the tricks and twists he has employed to achieve some super-smart effects are just breathtaking. Superb arcade romp.
FIRST SAMURAI	IMAGE WORKS	512K	DEC 91	--	87	89	90	88	89	A thoroughly recommended arcade adventure slash-'em-up. Superb graphics, muchos variety and some kooky magic business all wrapped in a dreamy sugary coating of exploration and discovery. A tasty morsel indeed.
FLOOR 13	VIRGIN	1Meg	JUNE 92	--	83	--	78	92	86	Gripping simulation of the murkiest and dirtiest government undercover work. Wire taps and smear campaigns, hit squads etc. All in the name of public security. Super-stylish and therefore not to everyone's tastes.

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FRENETIC	CORE DESIGN	512K	JULY 91	--	70	71	79	66	71	Core released this straight all-out blaster just before the rebirth of the shoot-'em-up and, to be honest, it didn't do the cause much good. The general impression is that we've seen it all before, done slightly better.
G-Loc	US GOLD	512K	JUNE 92	--	82	62	87	43	76	It certainly isn't going to keep you going for months, but G-LOC will make the hours hen you are playing it simply race by. Top blasting action, and probably one of US Gold's best coin op conversions ever. A nice chance from Line of Fire & ESWAT.
GHOST BATTLE	THALION	512K	JULY 91	--	86	89	78	77	77	A cross between a poor man's Ghosts and Goblins and a poor man's Shadow of the Beast. Rescue your lovely girlfriend from the clutches of something horrible in this German romp. Okay graphics, annoyingly surprising death lurks everywhere.
GLOBAL EFFECT	MILLENIUM	512K	MAY 92	--	69	52	65	71	70	A sort of cross between Utopia and Sim Earth, Global effect has a green theme and a wargame element, but somehow just doesn't hold together as well as it might. Okay for an entrye to this style of game, but that's about it.
GRAND PRIX	MICROPROSE	512K	NOV 91	JUNE 92	95	91	90	93	93	The best all-round racing game/sim ever. Go and buy it.
THE GODFATHER	US GOLD	512K	FEB 92	--	88	76	79	82	80	US Gold deserve a fair amount of credit for producing a decent game from a very tricky licence, especially since they were allowed to use virtually no images or plot elements from any of the films. Super backdrops & realistic period theme.
HARLEQUIN	GREMLIN	512K	FEB 92	JUNE 92	91	90	89	92	90	Famicom owners have Mario and Megadrive owners have Sonic. Amiga owners have Robocod, and now Harlequin. Huge sprawling levels, weird and wonderful foes to bash and plenty of hidden things and surprises. Super. As seen on ACE front cover. Hooray!
HARPOON	ELECTRONIC ARTS	512K	MARCH 92	--	40	42	83	85	84	Anyone who owns one of the Harpoon games will know exactly what to expect. In fact, this add-on disk is perhaps a little too similar to what has gone before for many tastes. Accurate as hell, but still looks like a dog's dinner.
HEART OF CHINA	DYNAMIX	1Mb	DEC 91	--	90	90	81	79	80	As is always with Sierra games, and in particular those from the Dynamix team, H.o.C. looks brilliant, is funny and fun, looks stunning but is over before you know it. Maybe they want to leave you wanting more.
HERO QUEST	GREMLIN	512K	JULY 91	--	87	87	90	92	91	Gremlin's rather successful conversion from the popular boardgame. The deal with Hero Quest is that it's supposed to be role playing without the rubbish. And it gets pretty close. Not simple enough for an utter caveman to deal with, but friendly enough.
HEIMDALL	CORE	1MB	DEC 91	MAY 92	92	88	89	87	92	If you thought that being a viking was a laugh - you'd be right! Really classy isometric adventuring and rollicking from the man who was doing the graphics for Littil Divil (remember that?)
HOSTILE BREED	PALACE	512K	JUNE 92	--	55	70	70	85	75	A cross between a shoot-'em-up and a resource management game. An earthquake has ruptured the outer wall of your space complex and horrible bugs are getting in. Repel the bugs and mend the holes, but don't let the generator overheat. Over complex.
HUDSON HAWK	OCEAN	512K	DEC 91	--	85	70	85	81	85	Even if you hated the movie more than any other movie in the world, you'll love the game. Lovely platform antics dished up with super style. Other than the blagging of pricey objects, it actually has very little to do with the film, but who cares? It's top!
INDINA JONES 4	US GOLD	1Meg	MAY 92	--	83	70	85	80	82	Isometric mix of action and puzzling. Doesn't start especially grippingly, but soon turns into a fan that even Indy himself would take his hat off to! Some interesting character-swapping potential available for exploration too.
INDY HEAT	STORM	512K	MARCH 92	--	87	89	88	79	86	Simulation of small battles in the space lanes. Choose the pilot of your interceptor ship to do battle with the Terran Overlord Government, send them into battle and repair the ship afterwards. Rough edges presentation and more strat than shoot.
INTERCEPTOR	SSI	512K	JULY 91	--	79	78	81	82	80	After the dreadful Big Run, anyone could be forgiven for thinking that Storm are not exactly the most reliable purveyors of good driving games. This Super-Sprint clone dashes those fears, as it's great. The best top-down racer since Off Road from Virgin.
JAGUAR XJ220	CORE	1MB	JUNE 92	--	84	79	86	79	85	Lotus 2 only better and with Jags in.Many tracks and a round-the-world race season theme thrown in for good measure. Lovely presentation, fast update, Oh, and a course designer too. But would you use it?
JIM POWER	LORICIEL	512K	JUNE 92	--	90	82	86	81	84	It's like an arcade in your own home, or something. Left-to-right scrolling blast-em-up action. Out here Mr Power must clean up tha galaxy using his excellent weapons. Garish/colourful graphics and plenty of blasting.
JIMMY WHITE'S WHIRLWIND SNOOKER	VIRGIN	512K	AUG 91	NOV 91	93	89	93	92	95	Definitely the best sports sim around, and probably one of the best games on the Amiga ever. Super realistic simulation of snooker with a huge host of helpful and entertaining features like trick shots to make it fun too.
JOHN BARNES EURO FOOTBALL	KRISALIS	1Meg	MAY 92	--	77	80	80	76	80	Excellent, though slightly slower than Kick Off 2. John Barnes is still 30% quicker than Man U. Europe, but sufficiently similar to the first game for fans not to feel all at sea. Two player mode is especially satisfying.

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JOHN MADDEN AMERICAN FOOTBALL	ELECTRONIC ARTS	512K	FEB 92	JULY 92	81	81	92	89	91	Without a doubt, the finest simulation of what those Americans have the nerve to call "football" ever seen on the Amiga. Blistering action, detailed plays and some low-level strategy that really works. Excellent fun & easy to get into.
KID GLOVES 2	MILLENIUM	512K	MARCH 92	--	63	70	64	68	65	Following up the surprise success of Robocod with another side-on arcade adventure wasn't the best move Millenium could have made, especially since this particular example of the genre is rubbish. Looks okay but won't last long. Shame.
KING'S QUEST 5	SIERRA	512K	OCT 91	--	93	90	89	90	90	It's always a nice to see a new Sierra game. Largely because you never know quite what to expect. Here we have an adventure aimed at slightly younger players, with slightly easier problems., The presentation is also nicer than many.
KNIGHTMARE	MINDSCAPE	512K	FEB 92	--	84	70	85	93	80	You've seen that bloke with the beard on the telly, and now you can welcome him into your own home in this adventure-cum-licence. Looks rather nice, but is probably a bit cerebral for viewers of the TV show.
KNIGHTS OF THE SKY	MICROPROSE	512K	DEC 91	--	89	81	86	88	87	Another completely competent flight sim from Microprose. This time the aircraft involved take the shape of the WW1 fighters which had those terribly exciting battles over the White Cliffs and all that. Accurate and atmospheric.
LEANDER	PSYGNOSIS	512K	NOV 91	--	92	93	94	93	93	Excellent platform romp. Super centurion style character with rather impressive sword-related abilities. More colours than you could shake a brush at. Excellent control method. Lots of atmospheric effects.
LEGEND	MINDSCAPE	512K	JUNE 92	--	74	85	84	80	79	It may still be the same old bullshit storyline, but at least Legend does absolutely everything with a degree of flair. Rid Trazers from evil monsters using your RPG skill. Ricr graphics and refreshingly little fiddling around in combat.
LEISURE SUIT LARRY 5	SIERRA	1Mb	MARCH 92	--	78	42	68	88	50	One of the better puzzle games. Little balls are sliding down from the top of the screen, and it's your job to guide them down the right paths by turning things like safe combination discs. Sounds deadly dull but is really rather exciting.
LOGICAL	RAINBOW	512K	JULY 92	--	82	80	91	79	88	He may be a funny fella on the PC with lots of hard-memory, but on the Amiga, he's more of a farce. Sierra's "adult" adventures of Lounge lizard Larry may be okay, but until they sort their disk-access, the joke's on them.
LOTUS 2	GREMLIN	512K	OCT 91	--	89	85	91	87	90	There's no doubt that the sequel to Lotus is an excellent game, but unfortunately the two-player mode (which always was more fun than one) just doesn't hold together with the new tracks instead of circuits system. Still one of the best arcade drives around, though.
MAGIC POCKETS	RENEGADE	512K	OCT 91	JAN 92	90	91	94	93	94	Depending on your view, Magic Pockets is either a super cute romp which makes all console games look rubbish, or a sad gimmick invented by the Bros with lots of ropey ideas that don't work in it. It's clear which way we feel.
THE MANAGER	US GOLD	512K	MARCH 92	--	65	62	75	72	75	You've seen one footy management game and you've seen them all, right? Well, yes. You have. Better presentation but no chance to actually control the player on the pitch. It needs a real fan of the genre to invest in just another version of a ten-year old game.
MANCHESTER UNITED EUROPE	KRISALIS	512K	JULY 91	--	85	86	88	86	89	A brave move to face off against The Great Kick Off 2, and Krisalis pull this off better than most. Not only does it look better than KO2, it actually plays more like real football. There's a fair bit of management too, but not enough to put off hardcore players.
MAUPITI ISLAND	US GOLD	512K	AUG 91	--	85	86	78	79	80	Jerome Lange is on his way to Tokyo to meet a friend Max. Unfortunately, a freak storm means Jerome's plane lands on the strange Maupiti Island where things are not what they seem, etc. Possibly some of the best music ever heard in adventure game.
MEGAPHOENIX	DINAMIC	512K	JULY 91	--	70	75	73	65	71	Phoenix, yes. Mega, well, almost. Improved graphics and slightly more interesting ship capabilities are about the only "Mega" features this reworking of the old arcade blaster has to offer. Okay for novelty value.
MEGATRAVELLER 1	EMPIRE	512K	JUNE 91	--	76	72	80	81	80	Pit your skills against a host of hostile environments using a laboratory to create a Big Fighting Robot for each situation. Wrong robot - wrong outcome! Plenty of enemies to learn and some good combat reward players willing to look beyond the shabby exterior.
MERCS	US GOLD	512K	JUNE 91	--	82	78	83	81	81	Isn't it a shame that the people that make the boxes and in-between screens for mindless blasters like this have to copy pictures of Arnold Schwarzenegger and just change his hair? Do you really think they think we won't notice? Still, the game's okay.
MICROPROSE GOLF	MICROPROSE (DUH!)	512K	JAN 92	--	90	82	92	91	91	A golf game for everyone! The best thing about Micrporose Golf is you can take or leave as much of the fiddling with feet position and club choice as you fancy, with the computer giving some sensible defaults in most situations. Some dodgy polygon visuals.
METAL MUTANT	SILMARILS	512K	JUNE 91	--	84	81	80	86	85	Roam around the galaxy trading and shooting. Sounds like Elite? Right. But without the graphics or the speed. Far more thought required to enjoy yourself in this board-game conversion.
MIG 29 SUPERFULCRUM	DOMARK	512K	OCT 91	--	84	78	84	88	85	The problem with the first Mig game was that the missions were all a bit short lived. This took away from the super-friendly nature of the game. This edition goes some way to addressing that, with a more loose agenda

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MOONSTONE	MINDSCAPE	512K	JAN 92	--	81	82	83	80	82	Moonstone does a very good impression of a game which is little more than a slash-em-up with fancy graphics. But if you're willing to look a bit further, there's some magic and real adventuring lurking beneath its ultra-violent exterior.
MYTH	SYSTEM 3	512K	APRIL 92	--	94	92	93	93	93	The game which was such a hit on 8 bit for the Pinner-based company finally comes to the Amiga. Excellent graphics and some smart gameplay puts this well above the run of the mill hack'n'slash arcade adventures.
ORK	PSYGNOSIS	512K	JUNE 92	--	68	56	71	79	64	Another shoot-'em-up from the Psygnosis stable. Or should that be factory? Nice scrolling backgrounds, average graphics, similar sound effects and nothing new anywhere in sight. Very competent. Not very imaginative.
PACIFIC ISLANDS	EMPIRE	512K	MAY 92	--	56	58	65	70	69	This sequel to the well-loved Team Yankee was loved my just about everyone but us. They applauded the game's undeniable depth and strategic merit, while we bitched about its blocky graphics and boring money management aspect. Horses for courses etc.
PARASOL STARS	OCEAN	512K	APRIL 92	JULY 92	91	90	80	80	82	Bub and Bob may well be back, but they're not back with quite the same style that they had in Rainbow Islands. In a fantastically colourful platform romp, our heroes must brolly their way to success. Smart graphics but not quite as good as the topper Rainbow.
PINBALL DREAMS	21st CENTURY	512K	APRIL 92	--	90	91	90	80	89	Even though we find it rather hard to see the point of pinball simulators, we have to say that this is a more enjoyable experience than most. This is partly down to the two-screen tables and also their variety from rocket-launches to creepy graveyards. Oer.
PITFIGHTER	DOMARK	512K	NOV 91	--	83	79	83	78	82	A rather better game than the coin-op which it is converted from. Punch and kick and beat your way through a host of steroid-popping weirdos in this celebration of underground prize fighting. Super.
PLAN 9	GREMLIN	1Meg	MAY 92	--	74	85	84	80	79	The film was hilariously bad, so the game is going to be... It's a bit of a foregone conclusion that Plan 9 is hardly the best adventure in the world. Too few locations and too linear a plot make this a downright trudge.
POPULOUS 2	ELECTRONIC ARTS	512K	DEC 91	--	90	93	91	91	96	Fantastic sequel to the original and best God Sim. Lovely graphics and a host of new horrible plagues/volcanoes etc that you can inflict upon the helpless little people in your domain. A great laugh and a smart strategy game.
PP HAMMER	DEMONWARE	512K	JUNE 91	--	87	85	90	88	87	Very similar to Rik Dangerous in a lot of ways. PP Hammer must work his way through a number of screens using - yes! - his hammer to help with the numerous crazy puzzles along the way. Not bad, actually.
PREHISTORIK	TITUS	512K	JULY 91	--	70	74	72	73	72	Platform game involving Rik. Superficially attractive but utterly unrewarding. Little depth. Repetitive gameplay and a rather boring game environment. With so many superior platform games around, Rik is lucky to get a look in.
PROJECT X	TEAM 17	1 Meg	MAY 92	--	90	90	90	88	90	Quite simply, the best shoot-'em-up to appear on the Amiga in ages. Wage war against mechanoid insects with an awesome arsenal of inventice weapons. Super smooth scrolling, highly polished high-octane action. Excellent.
PSYBORG	LORICIELS	512K	MAY 92	--	62	55	64	58	60	Set across eight solar systems and forty planets, this weird tale of space blasting did little to impress us. Race down the 3D corridors, spinning around to keep to the safe parts of the "floor". Okay grapgics, but very short lived.
PUSHOVER	OCEAN	512K	JUNE 92	--	85	82	83	79	83	Knock down the dominoes in the right order to progress to the next level. Doesn't sound like much of a game does it? Well, it is. And a good one at that. Plenty of special domino-properties to learn and use and some cute graphics too. Worth a look.
RACE DRIVIN'	DOMARK	512K	APRIL 92	--	82	80	86	84	85	A surprisingly playable conversion of a most enjoyable coin-op. Although it doesn't really offer much that Hard Drivin' didn't, it's a thoroughly worthwhile purchase, 'cos at the very least, it's slightly faster.
REALMS	VIRGIN	512K	JAN 92	--	82	89	79	80	81	About a year too late unfortunately. Realms offers virtually nothing that hasn't been seen somewhere in all the God-sims that have gone before it. It doesn't really have much spark, either, but nevertheless is a playable and polished game.
RED BARON	DYNAMIX	512K	FEB 92	--	92	91	50	85	65	Accurately conjuring up the true feeling of World War One, Dynamix manage to make this dogfight simulator feel as if it is being played on equipment nearly eighty years old. Slow and unresponsive with loads of disks. Unrealistic programming for the Amiga.
RISE OF THE DRAGON	SIERRA	512K	OCT 90	--	91	92	91	92	92	Awful drug wars have overtaken the futuristic city of LA or somewhere. It's your job as a maverick PI to sort out the city's problems. Excellent graphics and a gripping Blade Runner/Marlowe plot. But far, far too easy.
ROBOCOD	MILLENIUM	512K	DEC 91	--	91	89	94	93	93	At the time of release, Cod's antics where about as close as anyone had come to making an Amiga game look like it was running on a console. Now it's been superceded by the likes of Harlequin, but nevertheless, it still stands out as a fine jumpy game.
ROBOCOP 3	OCEAN	512K	DEC 91	MAY 92	90	82	80	87	83	It took some balls for Ocean to go for this polygon interpretation of the silvery cop. But it really paid off, and is probably one of the best movie conversions to date.



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RUBICON	21ST CENTURY	512K	FEB 92	--	87	86	70	56	66	Looks like a dream, plays like a nightmare. Wide variety of shooty-killy levels which are fine when there are only a couple of sprites on screen but begin to grind to a halt when faced with any more. Pity.
SENSIBLE SOCCER	RENEGADE	512K	JUNE 92	--	88	86	94	93	93	Actually better than Kick Off 2? Yes. Hard to believe, but true. The boys at Sensible have triumphed to bring a game so playable, it's almost impossible to imagine. Rush down to the shops and buy a copy immediately.
SHADOW DANCER	US GOLD	512K	JUNE 91	--	79	82	78	79	80	Guide yourself (a top ninja) and your dog (a top ninja dog, in fact) through level after level etc. Funnily enough, the 3D bonus stage is a lot nicer than lots of the bulk of the game, which looks a bit, well, flat. But it does pass the time.
THE SECRET OF MONKEY ISLAND	LUCASFILM	512K	JULY 91	AUG 91	91	89	93	90	92	Simply superb adventure with funny characters to talk to, a real sense of suspense and peril, excellent puzzles and a super-friendly user interface. And it's full of fantastically bad pirate puns. What more do you want?
SHADOW SORCERER	US GOLD	512K	DEC 91	--	75	80	74	79	77	SSI's concession to the mainstream market sort of works and sort of doesn't. While the game is a lot more friendly to the novice than many of their others, you can tell that the firm's heart is really in producing hard core RPGs for hard core players.
SHADOWLANDS	DOMARK	512K	MARCH 92	JUNE 92	93	88	93	90	93	Now this is what role playing games should be like. The first outing of the excellent Photoscape system is a true success as this above average role playing romp is elevated to truly praiseworthy status with atmospheric visuals and some real style.
SILENT SERVICE II	MICROPROSE	512K	OCT 91	DEC 91	91	90	85	92	90	Run silent, run deep etc. Life as a sub commander may well hold a certain mystique, but after all, it's just a lot of hiding from the enemy underwater isn't it? Wrong, wrong, wrong. There's all that depth charge business for a start.
SPACE ACE II	READYSOFT	512K	JAN 92	--	92	92	55	56	55	Like Dragon's Lair and Space Ace before it, Space Ace 2 looks lovely but is overpriced, shortlived and not much fun. At times you might as well be watching an animation demo for all the control you have. Still, if you liked the others...
SPACE CRUSADE	GREMLIN	512K	APRIL 92	--	85	89	90	89	89	The sequel to the rather popular Hero Quest, this game offers the player an interesting mix of strategy and isometric-viewed blasting. Although the arcade action is slightly hampered by boring strategy rules, the spacey fight scenes make it worthwhile.
SPACE GUN	OCEAN	512K	APRIL 92	--	74	79	79	70	75	Hardly the most brain-testing game in the world. This Thunderbolt-style face-on blaster requires 0% intelligence but, for a short time, delivers a high percentage of thrills. Shoot shoot and shoot some more. Multi-scrolling and some okay 3D too.
SPACE QUEST IV	SIERRA	1Meg	MAY 92	--	52	17	25	44	49	A rather unfortunate battle in the continual war between Sierra's mammoth memory-intensive adventures and the Amiga's capacity. None too smart graphics and wonky sound do little to lift this lacklustre affair.
SPECIAL FORCES	MICROPROSE	512K	FEB 92	--	80	79	88	82	88	Equip an elite squad of four combat heroes to deal with combat flashpoints around the globe. Who knows whether the next mission will be a hostage rescue of a bridge-destruction? Entry-level strategy from the masters.
STEEL EMPIRE	EMPIRE	512K	MARCH 92	--	69	70	75	81	75	Lots and lots of depth in a game ideal for strategy buffs. It's likely, however, that some will be disappointed that after all the hoo-hah of creating an army of excellent fighting robots, it's not much fun to actually make them fight.
SUPER SPACE INVADERS	DOMARK	512K	NOV 91	--	80	75	70	72	73	If you are a real Space Invaders nut, then Super Space Invaders may well be the game for you. Glossy graphics and some novel power-ups add some much needed flavour to the extremely old genre. But wouldn't you rather have an entirely new game?
SUPER SKI 2	MICROIDS	512K	MAY 92	--	77	60	75	65	67	A rather good simulation of ski-related antics, but carrying all the bad things about skiing with it. Not enough variety between events, a bit tiring and, on the whole, a bit of a let down. Shame.
SWAP	MICROIDS	512K	AUG 91	--	79	79	80	92	75	As its name suggests, the aim of the game is to swap things. In particular, little coloured tiles which fill the screens in different colours. By putting matching colours together, the screen is cleared. Let down by an easy level-skip option. Otherwise okay.
THUNDERHAWK	CORE DESIGN	512K	OCT 91	NOV 91	86	89	92	91	91	Some helicopter games insist on bogging the player down in long take-off procedures. No such nonsense in the excellent Thunder Hawk!! With atmospheric graphics and great speed. It's an excellent mission-based blaster.
THUNDERJAWS	DOMARK	512K	oCT 91	--	68	75	74	65	68	Pretty unsuccessful attempt at converting an already far from excellent coin op. Do battle with the hordes of evil Madame Q in a side-on beat/shoot 'em up. Fairly awful graphics, but not a million miles away from the original, so who is to blame?
TIP OFF	ANCO	512K	FEB 92	--	75	80	55	48	50	It's a shame that Tipoff is so rough around the edges, because everyone wants it to be a big success. Alas, basketball is a completely different game to football, and doesn't suit the Kick Off style of control at all. Shame.
TITUS THE FOX	TITUS	512K	APRIL 92	JUN 92	86	89	84	88	87	A far cry from the wretched little animals that make that awful yowling sound when they're doing unmentionable things by dustbins. Titus the Fox is a cute and excellently presented fellow in a Harlequin-cum-Blues Brothers side-on romp. Roll on the sequel.

GAME NAME	PUBLISHER	MEMORY	ISSUE REVIEWED	ISSUE TIPPED	GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL	THE VERDICT
TOKI	OCEAN	512K	JULY 91	--	87	8	86	89	88	After a bit of a dry patch on the quality front, Ocean's Toki put them right back on the map. Pixel-perfect arcade action with the crazy ape who can do everything! About the only criticism possible is that it's a bit tough in the early stages.
ULTIMA VI	MINDSCAPE	1Meg	JUNE 92	--	83	71	77	95	91	Absolutely enormous role playing adventure in the land of Lord British. Plenty of disk-swapping and rubbish Old Worlde "English" are but minor annoyances then weighed against the sheer size and excellent of the package.
VROOM	LANKHOR	512K	APRIL 92	--	88	90	89	88	89	After the rigorous detail of Formula One GP this rather super romp is something of a relief. Lots of speed and excellent computer drivers. Polygon graphics and plenty of courses. Overhead maps and all the usual business. But boy, is it quick!
VIDEO KID	GREMLIN	512K	MARCH 92	--	85	80	80	86	82	Like Mike TV in Willy Wonka and the Chocolate Factory , Video Kid just thinks about TV all the time. The result is a crazy side-on scrolling shoot-out through Western, Fantasy, Horror and Gangster scenes. Some iffy controls but competent entertainment.
WARZONE	CORE DESIGN	512K	JULY 91	--	82	89	87	80	86	Team up with a friend and wage war against filthy commies. Top down vertically scrolling action, this is basically a rather old style of game boosted up with Core's flair for smart graphics and intuitive control. Pretty good.
WILD WHEELS	OCEAN	512K	OCT 91	--	81	74	86	81	84	What do you get if you cross The Cars that ate Paris with a football match? Wild Wheels, that's what. Loosely based on the habit of people driving around on motorbikes and kicking footballs, this is sort of like that in cars. In 3D. Very weird.
WILLY BEAMISH	SIERRA	1Mb	MARCH 92	--	94	93	83	80	84	Oh dear. Lovely graphics, bloody laughable disk access. If you've got a hard drive then Willy's teen angst adventure involving his pet frog Horny, har har, may suit you. You may be interested to know that it comes on TWELVE disks. Swapping frolics ahoy!
WOLFCHILD	CORE DESIGN	512K	JAN 92	MAY 92	84	84	85	82	84	A lycanthrope space arcade adventure, eh? Can't have encountered many of those. Sort of like Strider meets Switchblade meets Altered Beast (Only good) Superb shape-changing graphics and interesting weapons. But ultimately, it's the same formula with a new hero.
WORLD CLASS RUGBY	AUDIOGENIC	512K	OCT 91	--	82	84	87	89	87	Rugby is a very strange sport to convert onto computer. It's all supposed to be bruises and short haircuts and communal showers. Here, however, we have to get involved in all the strategy of the game. Nice visuals and quick action. Plenty of options.
WRECKERS	AUDIOGENIC	512K	JULY 91	--	80	80	83	81	82	Assembled by some Very Famous programming types, and full of nice visuals and potential, this Space battler cum puzzler is let down a bit by over-ferocious aliens encountered at early stages of the game.
WWF WRESTLEMANIA	OCEAN	512K	JAN 92	--	80	66	70	70	68	It went to the top of the charts, so lots of you already know that Ocean's take on the WWF craze gave the impression of being rather good. But how many of you think that now? The game itself is okay, but there's no flamboyance in it. Rather the point of WWF, no?
ZONE WARRIOR	ELECTRONIC ARTS	512K	OCT 91	--	79	93	93	91	92	It may not look great, but this jumpy-shooter is really something special. The on-board carry-case map makes life a bit more interesting. Still, some very iffy graphics don't exactly help this game win friends.

NEXT MONTH

Such a small amount of space for the Next Month bit? How can this be so, a nation justly enquires. Simple. We've crammed this issue so full of goodies that there's no room left. And as for the *next* one, well, heaven alone knows how we're even going to *mention* the following ish. You see, we've got such a top line-up of exclusives and scoops set up for next month that every available square inch of page space is going to be taken up. While this is obviously bad news for the little man employed to write the Next Month page, is darned good news for you. So. If you think you can stand the excitement, and don't mind not knowing much about what's happening in the future, get yourself down to your newsagent on July 21st to pick up your new issue of The One.

THE ONE - August Issue.

It may not have a very good Next Month page, but the rest of it's great!